

Introduction to JuiceMind for Computer Science Teachers

1. Welcome to JuiceMind

Get an overview of JuiceMind, a powerful platform designed to enhance computer science education with its interactive tools and features.

- [JuiceMind Overview](#)

2. Getting Started with JuiceMind

Learn how to sign up, set up your account, and navigate the JuiceMind dashboard to make the most of its features.

- **Sign Up:** [Video](#)

3. JuiceMind for Educators: Core Features

Discover how to create and manage classes, add and organize course materials, and set up assignments and assessments.

- **Create Classes:** (Your classes will be known as Teams) and **Adding Students to Teams:** [Video](#)
- **Adding Projects to Teams:** [Video](#)
- **Adding Starter Code & Input/Output Tests:** [Video](#)
- **Creating Group Projects in Teams:** [Video](#)
- **Viewing & Assessing Student Work:** [Video](#)

4. Transferring Courses from Replit and Coding Rooms:

Easily transfer previous courses from replit and Coding Rooms.

- **Replit:** [Video](#) & [Video](#)
- **Coding Rooms:** Video

5. Other Features

There are quizzes and premade projects available on JuiceMind as well. Code.Org has loaded quizzes aligned to their AP CSP curriculum and there are Generic AP CSP and AP CSA questions as well as Intro to Python and Java questions.

- **Quizzes:** [Video](#)

