

Digital Agenda Wednesday, August 3rd

Digital Age Skills Matrix

Coding in the Classroom

<https://goo.gl/83hmK0>



DASM

Folder

<https://drive.google.com/open?id=0B7ko7A09dDIRd0hjRHlfOTZCZUU>

Hour of Code

<https://code.org/>

<https://sites.google.com/a/rlschools.net/rlasdhoc/>

APPS

<u>Preschoolers (2-4) - non-reader</u> Kodable - website / app The Foos Code.org - Elementary Course - Course 1 - non-reader	<u>Little Kids (5-7)</u> Code.org - Elementary Course - Course 2 - reader Scratch Jr. Cato's Hike Daisy the Dino	<u>Big Kids (8-9)</u> Cargo Bot Hopscotch <u>Tweens (10-12)</u> Code School <u>Teens (13+)</u> Codecombat Code School
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Disney Theme Infinity Play Lab <https://studio.code.org/s/infinity/stage/1/puzzle/1>

<https://docs.google.com/presentation/d/1P-ANgvFQ4AITQnqwHLmXyXuiLsJ2qMv9KDbM5hflxuo/edit?usp=sharing>

Assignments

Reflect on the video and discussion we had in class regarding coding and computer science.

Part 1: Write a brief reflection on your hour of code experience.

Part 2: Then choose from ONE of the following activities:

A. Search and evaluation 2 coding websites. Reflect on what age/level(s) you think it would be appropriate for. Note what your students gain from this activity. Post and share the sites and your findings to the class.

<http://askatechteacher.com/2014/11/18/hour-of-code/>

B. Search one coding website/app appropriate to your level of students. Create a lesson/activity from the resources you find. Note the standards it addressed from the DASM as well and where it could fit into your curriculum. Post and share the lesson to the class.