idea packet
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Come CODE With Me!
Come Code With Me
code.org

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The Education Fund
305-558-4544, Ext. 113
Email: IMPACT@educationfund.org
**Table of Contents**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Who, What, Why, Where, and When</td>
<td>3</td>
</tr>
<tr>
<td>Course Outline</td>
<td>5</td>
</tr>
<tr>
<td>Florida Standards</td>
<td>6</td>
</tr>
<tr>
<td>Teacher Home Page</td>
<td>7</td>
</tr>
<tr>
<td>Teacher Dashboard</td>
<td>8</td>
</tr>
<tr>
<td>Hour of Code</td>
<td>9</td>
</tr>
<tr>
<td>District Wide Partnership</td>
<td>10</td>
</tr>
<tr>
<td>Mr. and Ms. Chirpy class information</td>
<td>12</td>
</tr>
<tr>
<td>Passwords for Little ones</td>
<td>13</td>
</tr>
<tr>
<td>Little Sprouts class information</td>
<td>14</td>
</tr>
<tr>
<td>How to Enroll Students</td>
<td>15</td>
</tr>
<tr>
<td>You Tube Resources</td>
<td>16</td>
</tr>
<tr>
<td>COO of Facebook video</td>
<td>17</td>
</tr>
<tr>
<td>Obama video</td>
<td>18</td>
</tr>
<tr>
<td>Hour of Code information</td>
<td>19</td>
</tr>
<tr>
<td>Dash and Dot by Wonder Workshop</td>
<td>20</td>
</tr>
<tr>
<td>Find a Local Computer Science Class</td>
<td>21</td>
</tr>
<tr>
<td>Photographs of Coding Kindergartners</td>
<td>24</td>
</tr>
</tbody>
</table>
Who:
  Kids all ages

What:
  Learning to write computer codes at an early age

Why:
  Kids learn technology at an early age, are engaged, enjoy learning, can be self paced, learn at home in addition to school with websites and apps

Where:
  School, home, after-school-care camp, summer

When:
  As soon as they are old enough to hold an iPad

The Hour of Code is a one-hour introduction to computer science, designed to demystify code and show that anybody can learn the basics.
The largest learning event in history
During Computer Science Education Week, December 7-13, 2015

Computer science is a foundation for every student. Join us to help millions of new learners start with one Hour of Code. Sign up at hourofcode.com

What is the Hour of Code?
A one-hour activity. Students of all ages learn computer science. Once students see what they can do, they stick with computer science.

Enroll your class to participate in this national event!
Course Outline

Introduction to coding through code.org
Set up accounts

Sequences
Loops and events
Conditionals
Algorithms
Binary code
Debugging
Problem decomposition
Functions
Nested loops and conditionals

Meaningful collaboration with others
Problem-solving and perseverance techniques
Internet safety
Societal impacts of computing
Digital citizenship
Internet transmission

Questions and answers
CSTA K-12 Computer Science Standards:
Mapped to Common Core State Standards

CT.L3B-06 Compare and contrast simple data structures and their uses (e.g., arrays and lists)

CT.L3B-07 Discuss the interpretation of binary sequences in a variety of forms (e.g., instructions, numbers, text, sound, image).

CT.L3B-08 Use models and simulations to help formulate, refine, and test scientific hypotheses.

CT.L3B-09 Analyze data and identify patterns through modeling and simulation.

CT.L2-11 Analyze the degree to which a computer model accurately represents the real world.

CT.L2-14 Examine connections between elements of mathematics and computer science including binary numbers, logic, sets and functions.

CT.L2-15 Provide examples of interdisciplinary applications of computational thinking.

CT.L3A-01 Use predefined functions and parameters, classes and methods to divide a complex problem into simpler parts.

CT.L3A-02 Describe a software development process used to solve software problems (e.g., design, coding, testing, verification).

CT.L3A-05 Describe the relationship between binary and hexadecimal representations.

CL.L2-02 Collaboratively design, develop, publish, and present products (e.g., videos, podcasts, websites) using technology resources that demonstrate and communicate curriculum concepts.

CL.L2-03 Collaborate with peers, experts, and others using collaborative practices such as pair programming, working in project teams, and participating in group active learning activities.

CL.L3B-03 Evaluate programs written by others for readability and usability.
Teacher Announcements
July 10, 2015 — Complete a quick survey to help guide the future of Code.org's beginning computer science content.

Complete the Survey >
View all announcements >
Available courses

The Hour of Code for All Ages
Try any of these shorter 1 hour tutorials with your students!

Hour of Code
Try the basics of computer science. Millions have given it a shot.

Frozen
Let's use code to join Anna and Elsa as they explore the magic and beauty of ice.

Infinity Play Lab
Use Play Lab to create a story or game starring Disney Infinity characters.

Flappy Code
Wanna write your own game in less than 10 minutes? Try our Flappy Code tutorial!

Play Lab
Create a story or make a game with Play Lab!

Artist
Draw cool pictures and designs with the Artist!

20-Hour Courses for K-5
These courses blend online, self-guided and self-paced tutorials with “unplugged” activities that require no computer at all. Each course consists of about 20 lessons that may be implemented as one unit or over the course of a semester. Even kindergarten-aged pre-readers can participate. To help you get started, we offer high quality professional development workshops around the U.S. free of charge. Find one near you!
20-Hour Middle School Courses

Our middle school curriculum uses computer science and programming within the context of middle school math and science - as a tool to teach math and science concepts. To register for professional development workshops, apply for a district-wide partnership with Code.org.

Computer Science in Algebra

Code.org has partnered with Bootstrap to develop a curriculum which teaches algebraic and geometric concepts through computer programming.

Learn More

Computer Science in Science

Code.org has partnered with Project GUTS to deliver an introduction to computer science concepts within the context of modeling and simulation.

Learn More

Year-long High School Courses

Our high school program helps school districts offer full-year computer science classes by preparing existing teaching staff to offer this new field. To register for professional development workshops, apply for a district-wide partnership with Code.org.
Year-long High School Courses

Our high school program helps school districts offer full-year computer science classes by preparing existing teaching staff to offer this new field. To register for professional development workshops, apply for a district-wide partnership with Code.org.

Exploring Computer Science

Exploring Computer Science is a yearlong course consisting of 6 units: Human Computer Interaction, Problem Solving, Web Design, Programming, Computing and Data Analysis, and Robotics.

Learn More

AP® Computer Science Principles

Code.org has designed a rigorous, engaging, and approachable course that explores the foundational ideas of computing.

Learn More

Want to see even more tutorials?

There are more tutorials offered by our partners. Learn to program with robots, make web pages, make your own app, or explore other languages like C++, Ruby, or Python!
Welcome to Mr. & Mrs. Chirpy

Choose your name

<table>
<thead>
<tr>
<th>Stevens, Jayda C.</th>
<th>Smith, Kendell K.</th>
<th>Romero-Vallada, Katherine S.</th>
<th>Murphy, Na'Reyah A.</th>
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<tbody>
<tr>
<td>Lawrence, Amanda C.</td>
<td>Johnson, Darrian J.</td>
<td>Jean, Princeton I.</td>
<td>Hudson, Charity J.</td>
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<td>Francois, Trevon T.</td>
<td>English, Joshua E.</td>
<td>Davis, Heaven N.</td>
<td>Brutto, Rosemary E.</td>
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<td>Allen, Jahnavi I.</td>
<td>Grant, Robert</td>
<td>Briones, Jilmey</td>
<td>Briones, Kiara</td>
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<td>Strachan, Pache</td>
<td>Sims, Jakarri</td>
<td>Brutto, James</td>
<td>Toles, Tremia</td>
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<td>Dangervil, Kenderick</td>
<td>Hill, Jaden</td>
<td>Amora</td>
<td>Jackson, Yaneria</td>
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<tr>
<td>Casey, Jer'kayh</td>
<td>Casey, Jerquwn</td>
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http://studio.code.org/sections/TSVAEW
• Here is a sample of the way they use passwords
Welcome to Little Sprouts

Choose your name

Bernard, Standley  Williams, Jacob J.  Washington, Kaliyah D.  Voltaire, Temperance H.
Thelisme, Kylin J.  Stewart, Keron J.  Rose, Kiley K.  Randell, Aaliyah L.
Mcclindon, Christophe E.  Marion, Ashanti’ D.  Lewis, Kel’Liyah A.  Harper, Taquel M.
Grant, Shamir B.  Eaford, Zariyah R.  Crawford, Brent D.  Brown, La’Riyha U.

https://studio.code.org/sections/HECXRY
<table>
<thead>
<tr>
<th>Name</th>
<th>Age</th>
<th>Gender</th>
<th>Secret</th>
<th>Edit</th>
<th>Remove</th>
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<tbody>
<tr>
<td>Bernard, Standley</td>
<td>4</td>
<td>Male</td>
<td>![Robot Icon]</td>
<td>Edit</td>
<td>Remove</td>
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<tr>
<td>Williams, Jacob J.</td>
<td>4</td>
<td>Male</td>
<td>![Robot Icon]</td>
<td>Edit</td>
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<td>Washington, Kaliyah D.</td>
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<td>Female</td>
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<td>Remove</td>
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<tr>
<td>Voltaire, Temperance H.</td>
<td>5</td>
<td>Female</td>
<td>![Penguin Icon]</td>
<td>Edit</td>
<td>Remove</td>
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<tr>
<td>Thelisme, Kylin J.</td>
<td>4</td>
<td>Male</td>
<td>![Frog Icon]</td>
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<td>Remove</td>
</tr>
<tr>
<td>Stewart, Keron J.</td>
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<td>Male</td>
<td>![Penguin Icon]</td>
<td>Edit</td>
<td>Remove</td>
</tr>
<tr>
<td>Rose, Kiley K.</td>
<td>4</td>
<td>Female</td>
<td>![Wizard Icon]</td>
<td>Edit</td>
<td>Remove</td>
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</table>
YouTube is a great resource for getting through the difficult coding puzzles.

We use YouTube to embed videos into Code.org and our online learning platform. For schools with YouTube blocked, we attempt to display a Code.org hosted video player instead.

Ask your school or district IT department to whitelist these sites:

<table>
<thead>
<tr>
<th>Priority</th>
<th>URL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Required</td>
<td><a href="https://code.org">https://code.org</a>  https://*.code.org</td>
</tr>
<tr>
<td>Optional</td>
<td><a href="https://cdn.optimizely.com">https://cdn.optimizely.com</a>  <a href="https://www.google-analytics.com">https://www.google-analytics.com</a></td>
</tr>
<tr>
<td>To use YouTube hosted videos</td>
<td><a href="https://s.youtube.com/">https://s.youtube.com/</a>*  <a href="https://www.youtube.com/">https://www.youtube.com/</a>*  https://<em>.googlevideo.com  https://</em>.ytimg.com</td>
</tr>
<tr>
<td>To use Code.org hosted videos</td>
<td>Unblock: <a href="https://videos.code.org">https://videos.code.org</a>  Block: <a href="https://www.youtube.com/favicon.ico">https://www.youtube.com/favicon.ico</a></td>
</tr>
<tr>
<td>To use Internet Simulator</td>
<td><a href="https://api.pusherapp.com">https://api.pusherapp.com</a>  wss://ws.pusherapp.com</td>
</tr>
</tbody>
</table>
“Our children — including our girls — need the opportunity to learn computer science.”

Sheryl, COO of Facebook
“Don’t just play on your phone, program it.”

President Barack Obama
Hour of Code 2013
Try the basics of computer science with many fun characters!
View Course
Print Certificate

The Hour of Code for All Ages
Dash and Dot

Dash & Dot by Wonder Workshop
Find a Local Computer Science Class (US Only)

Enter your address to find a local computer science class. Don’t see your school/classroom listed? Submit it here

[Search my location] [Search]

What else you’ll get from this workshop (at no cost to you)

Workshop attendees will also receive a bag of Code.org swag and printed curriculum guide containing course lesson plans. You will also receive a certificate of completion, as well as classroom supplies for the unplugged activities.

Can’t find a workshop near you?

Sign up to hear when workshops near you are announced.

Become a K-5 Affiliate- for your district or region

Code.org is interested in partnering with local school districts and experienced computer science educators to host K-5 workshops.
Find a K-5 Affiliate

Below is a list of all K-5 Affiliates. To find and sign up for a workshop they are hosting, visit our professional development workshops page.

- Alabama
- Arkansas
- Arizona
- California
- Colorado
- Connecticut
- Florida
- Georgia
- Hawaii
- Idaho
- Illinois
- Indiana
- Iowa
- Kansas
- Kentucky
- Louisiana
- Maine
- Maryland
- Massachusetts
- Michigan
- Minnesota
- Missouri
- Mississippi
- North Carolina
- Nebraska
- New Hampshire
- New Jersey
- New Mexico
- Nevada
- New York
- Ohio
- Oklahoma
- Oregon
- Pennsylvania
- Rhode Island
- South Carolina
- Tennessee
- Texas
- Utah
- Vermont
- Virginia
- Washington
- Wisconsin
CodeMonkey (playcodemonkey.com) is an award winning digital curriculum that teaches children coding through a fun and engaging on-line game. The most common comment from children is “I forgot I was learning, as it was so much fun to play”.

Learn real coding.
Write code. Catch bananas. Save the world.

Play now!
Kindergarten Students working with coding.
Use the Promethium board for whole group instruction.
Kindergarten students using code.org.
M-DCPS teachers, media specialists, counselors or assistant principals may request funds to implement an IMPACT II idea, teaching strategy or project from the Idea EXPO workshops and/or curriculum ideas profiled annually in the Ideas with IMPACT catalogs from 1990 to the current year, 2015-16. Most catalogs can be viewed at The Education Fund website at www.educationfund.org under the heading, “Publications.”

- Open to all K-12 M-DCPS teachers, counselors, media specialists
- Quick and easy reporting requirements
- Grants range from $150 - $400
- Grant recipients recognized at an Awards Reception

To apply, you must contact the teacher who developed the idea before submitting your application. Contact can be made by attending a workshop given by the disseminator, communicating via email or telephone, by visiting the disseminator in their classroom, or by having the disseminator visit your classroom.

Project funds are to be spent within the current school year or an extension may be requested. An expense report with receipts is required by May 2, 2016.

APPLICATION DEADLINE:
December 11, 2015

Apply online at www.educationfund.org

For more information, contact:
Edwina Lau, Program Director
305.558.4544, ext. 113
elau@educationfund.org
The Education Fund’s IMPACT II program offers teachers new ways to engage South Florida students.

Ford salutes your efforts to create a stronger, more innovative future for your classroom.
Contributors with IMPACT

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Raj Rawal and Anne Marie Miller

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The Jack Chester Foundation

PNB

Boeing

Miami Sportfishing Tournament/Gary M. Pappas