CFES BRILLIANT PATHWAYS™

Join CFES Brilliant Pathways for an "Hour of Code"

National Computer Science Week
Dec 6-10

CFES
BRILLIANT PATHWAYS™

What is "Hour of Code"?

The Hour of Code is a global movement reaching millions of students in 180+ countries. Anyone, anywhere can organize an Hour of Code event or try any of the over 500+ one-hour tutorials, available in over 45 languages!

CodeBytes

CodeBytes are easy-to-digest, 20-minute interactive lessons originally created for Hour of Code 2020 to provide teachers fun and easy ways to engage students learning at home during the Hour of Code! The recordings of those lessons are available at the link below.

This year, they are launching a single special episode in which students can use code to learn more about the power of language as an art form. **December 7 at 10am ET** and **again at 10am PT**.

Learn more at https://code.org/codebytes

Available Activities

Virtual & Online Activities: https://hourofcode.com/us/learn

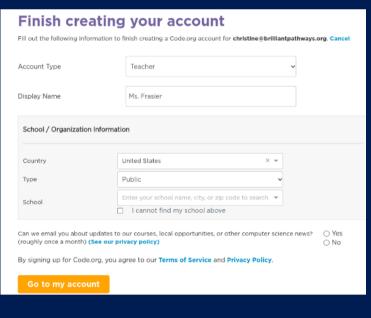Unplugged & Offline Activities: https://code.org/files/Hour-of- Code-Unplugged-Activities.pdf
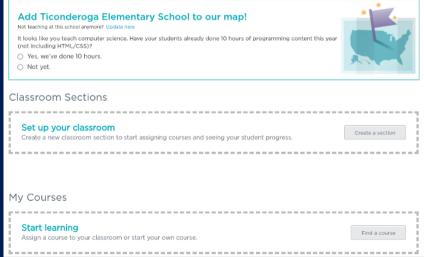
Why use Code.org?

As an instructor there is never a reason for you to shy away from coding! The lessons are self explanatory for students and there are lots of resources available for learning for all.

How to Use Code.org

1. Sign up yourself using your school email account & it allows you to create accounts for your students.

2. Each student will receive an individual password and phrase.

3. When they sign in they will be asked for this information and directed to a place to pick their name.

4. Once there each student will be brought to the current lesson they are on or onto their dashboard which allows them to see what has been assigned to them.

5. Once your students have reached 10 hours or more hours of Code you can map your school!

Do I Need an Account?

No! But creating an account allows you to track how many lines & hours of code each student has completed and allows you to assign different activities for each student and provide options besides game coding.

What Else Can Students Do?

So much more! For example, students can create mini games that demonstrate the water cycle, migration, and animal habitats.