



CFES
BRILLIANT PATHWAYS™

Join CFES Brilliant Pathways for an "Hour of Code"

National Computer Science Week
Dec 6-10



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!

Finish creating your account

Fill out the following information to finish creating a Code.org account for christine@brilliantpathways.org. [Cancel](#)

Account Type:

Display Name:

School / Organization Information

Country:

Type:

School:

I cannot find my school above

Can we email you about updates to our courses, local opportunities, or other computer science news? (roughly once a month) [\(See our privacy policy\)](#) Yes No

By signing up for Code.org, you agree to our [Terms of Service](#) and [Privacy Policy](#).

[Go to my account](#)

Add Ticonderoga Elementary School to our map!

Not teaching at this school anymore? [Update here](#)

It looks like you teach computer science. Have your students already done 10 hours of programming content this year (not including HTML/CSS)?

- Yes, we've done 10 hours.
 Not yet.



Classroom Sections

Set up your classroom

Create a new classroom section to start assigning courses and seeing your student progress.

[Create a section](#)

My Courses

Start learning

Assign a course to your classroom or start your own course.

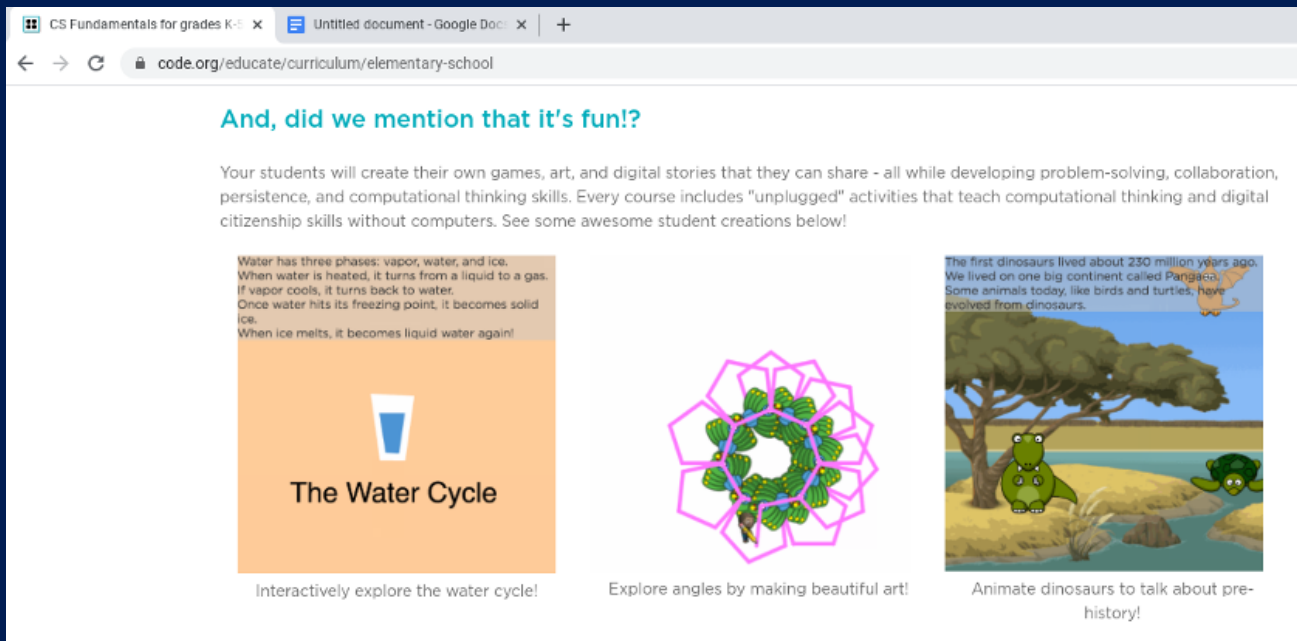
[Find a course](#)

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.



The screenshot shows a web browser window with the URL code.org/educate/curriculum/elementary-school. The page title is "And, did we mention that it's fun!?" and the text below reads: "Your students will create their own games, art, and digital stories that they can share - all while developing problem-solving, collaboration, persistence, and computational thinking skills. Every course includes 'unplugged' activities that teach computational thinking and digital citizenship skills without computers. See some awesome student creations below!"

Three student creations are displayed:

- The Water Cycle:** A digital story with a blue water drop icon. The text describes the phases of water: "Water has three phases: vapor, water, and ice. When water is heated, it turns from a liquid to a gas. If vapor cools, it turns back to water. Once water hits its freezing point, it becomes solid ice. When ice melts, it becomes liquid water again!" Below the text is the title "The Water Cycle" and the description "Interactively explore the water cycle!"
- Angles and Art:** A colorful geometric art piece featuring a central green and yellow floral pattern surrounded by pink and purple lines forming various angles. Below it is the title "Explore angles by making beautiful art!"
- Animated Dinosaur:** A digital story with a cartoon dinosaur and a turtle. The text reads: "The first dinosaurs lived about 230 million years ago. We lived on one big continent called Pangaea. Some animals today, like birds and turtles, have evolved from dinosaurs." Below it is the title "Animate dinosaurs to talk about pre-history!"

Questions?

Email cmazzella@brilliantpathways.org