



CODING WITH KIDS

Fatemeh Jafargholi – July 20, 2022

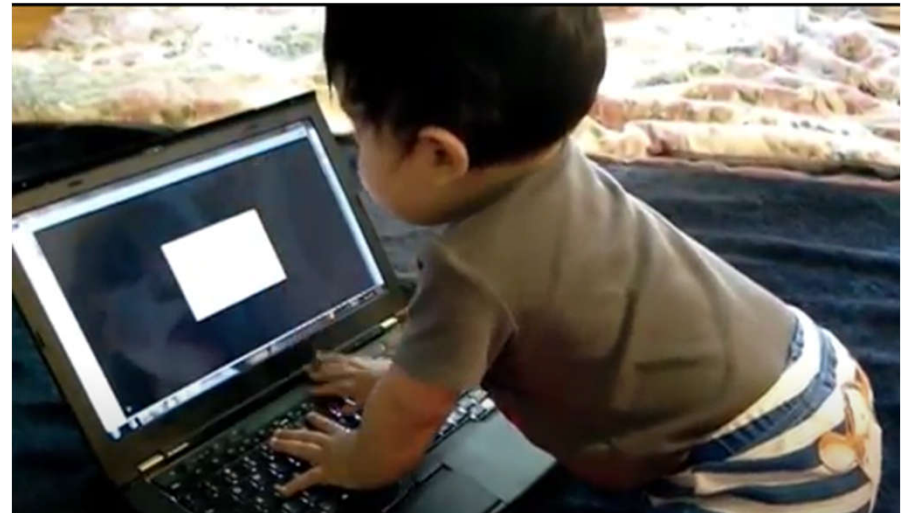


ME

- Mom of 2 boys (8 and 6)
- Dev team lead at Moody's Analytics
- 14+ years coding with C++
 - A backend programmer

OBJECTIVES

- Encourage you to code with kids!
- Caution you about a few things
- Ideas on how to start



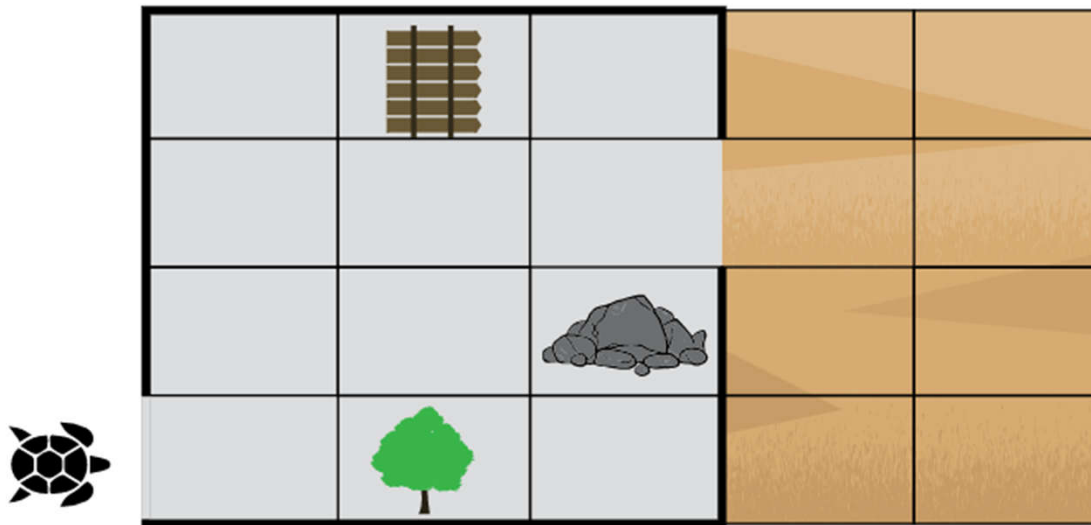
WHY BOTHER?

- Give them a tool to
 - Express themselves
 - Enable their creativity
- Build confidence
- Foster a logical mindset
- A bonding activity
- School support
 - Ontario starts coding in grade 1

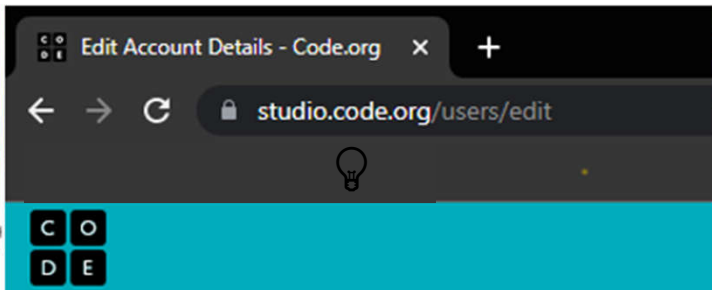
Only if they enjoy it too.



GRADE 1 - ONTARIO



<https://www.dcp.edu.gov.on.ca/en/curriculum/elementary-mathematics/grades/g1-math/strand-c/c3>



< Back

Edit Account Details

Display Name

Email

encrypted

Username

Gender (optional)

Non-binary

Age

4

4

5

6

7

8

HOW EARLY?

A 1.5 yro baby can handle a touch screen

A 3-year-old can play coding card games

A 4-year-old can do block-based coding

A 6-year-old can type (slow though)

A 9-year-old can code in python and find solutions online

All kids have ideas about what their app should do!



HOW TO START

Under 3

- Maybe too early!
- Could try “cause and effect” type of apps!



HOW TO START

3 and above

- Board games that require “writing” instructions (~\$30)
- Build your own board game
 - A cardboard board
 - A bunch of direction/instruction cards
 - Individual instructions and a named group of instructions (make a function!)
 - Begin and Goal and Obstacles!



HOW TO START

6 and above

- Have them design a treasure hunt for you!



HOW TO START

7 and above

Eat<cup> (milk, 1)

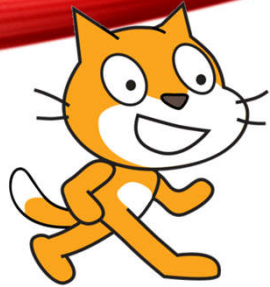
Eat<cube> (cheese, 3)

Eat<count> (broccoli, 3)

MayI<Minute> (playMore, 5)

MayI<Count> (eatChocolate, 2)

MayI<Count> (buyTickets, 4)



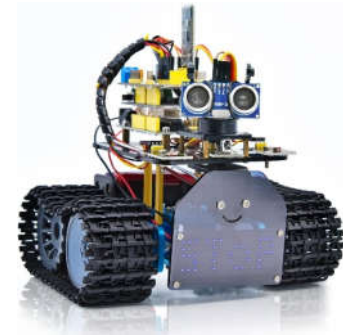
HOW TO START

4 and above

- Blocked-based coding

5 and above

- Robot toys that follow instructions
 - After they learn blocked-based coding
 - Though definitely NOT cheap



6 and above

- Arduino





HOW TO START

```
for (i=1 to 5) {  
  Spin (Mom)  
}
```

```
While (My hand is up) {  
  Spin (Mom)  
}
```

Give them new terminology

- Command
- Function
- For/While
- Condition



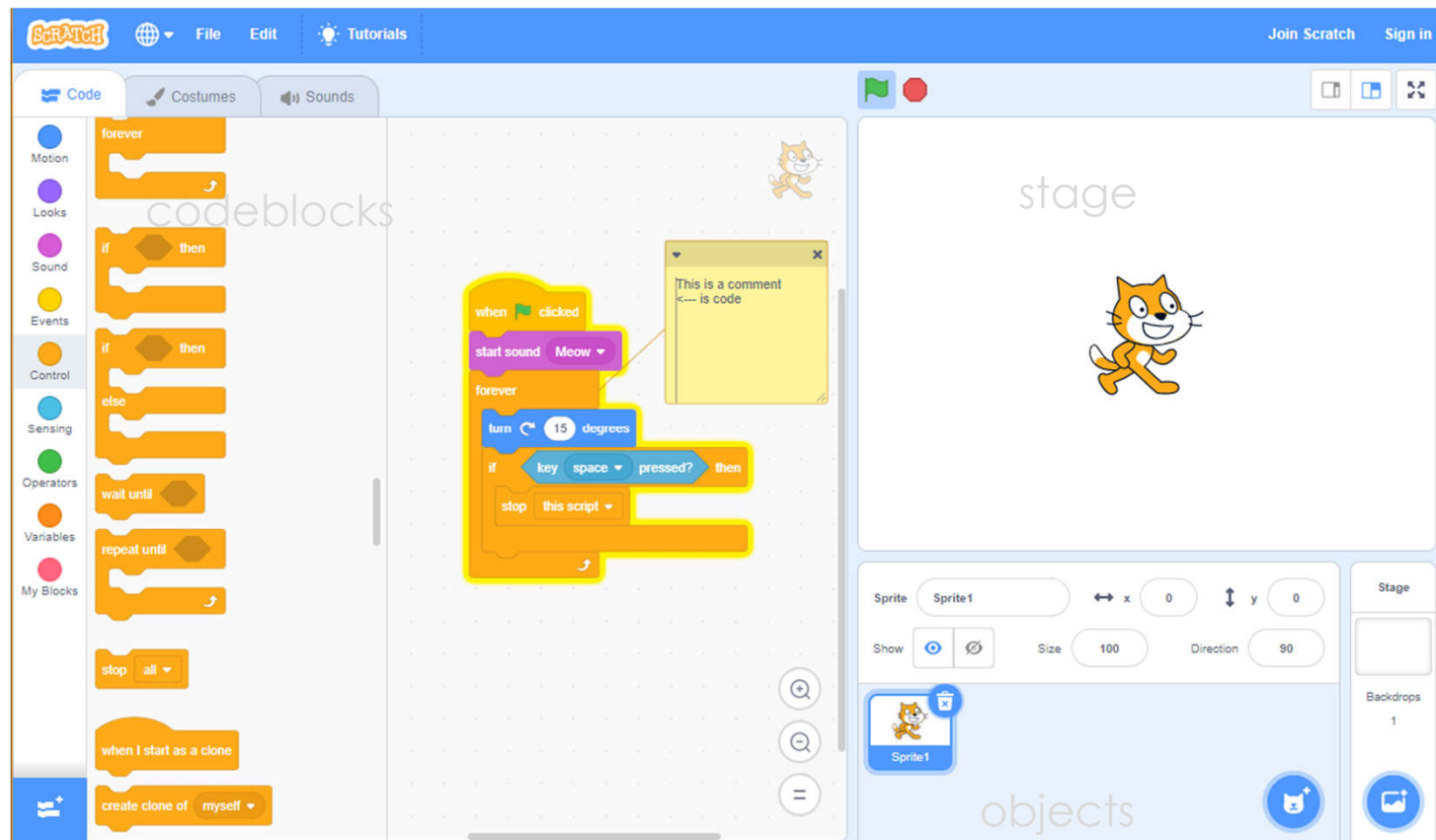
HOW TO START

Blocked-based programming

- Scratch
- Turbowarp (Scratch)
- MachineLearningForKids.co.uk/scratch3
- Code.org (both block and text)
- [Codelabs \(blocklycode labs.dev\)](https://blocklycode labs.dev)
- Microsoft MakeCode (include Minecraft coding)

SCRATCH

HOW TO START





Grades K-5

Learn to make your own game, app, or computer drawing.

[Learn more](#)

Grades 6-12

Build real working apps, games and websites using blocks, JavaScript, CSS, HTML and more.

[Learn more](#)

Beyond K-12

Take the next step on your CS Journey. Explore career paths, extended learning, scholarships, internships, and more.

[Learn more](#)

Hour of Code

[View more Hour of Code tutorials](#)

If you don't have time for a full length course, try a one-hour tutorial designed for all ages. Join millions of students and teachers in over 180 countries by starting with an Hour of Code.



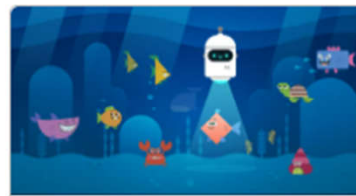
Dance Party

Featuring Katy Perry, Shawn Mendes, Panic! At The Disco, Lil Nas X, Jonas Brothers, Nicki Minaj, and 34 more!



Minecraft

Use your creativity and problem solving skills to explore and build underwater worlds with code!



AI for Oceans

Learn how AI and machine learning can be used to address world problems.

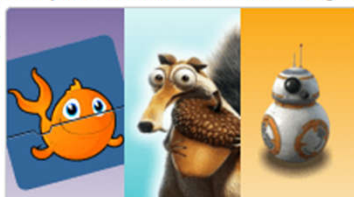


View more

[View more Hour of Code tutorials](#)

Computer Science Fundamentals for Elementary Schools

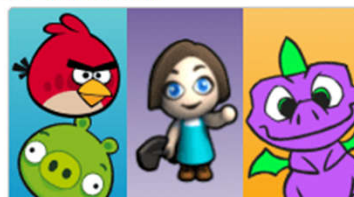
For pre-readers in elementary school classrooms



Course A

Ages 4-7

An introduction to computer science for pre-readers.

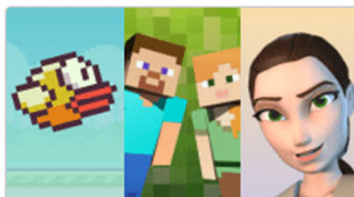


Course B

Ages 5-8

An introduction to computer science for pre-readers. (Similar to Course A but with more variety for older students.)

For older students in elementary school classrooms



Course C

Ages 6-10

Learn the basics of computer science and create your own art, stories, and games.



Course D

Ages 7-11

Quickly cover concepts in Course C, then go further with algorithms, nested loops, conditionals and more.



Course E

Ages 8-12

Quickly cover concepts in Course C & D and then go further with functions.



Course F

Ages 9-13

Learn all the concepts in Computer Science Fundamentals and create your own art, story or game.

HOW TO START

The image shows the Scratch IDE interface. At the top, the title bar says "Untitled Project" and "Saved an hour ago". Below the title bar are buttons for "Rename", "Share", "Remix", "Create", "Sign in", and a help menu. The main interface is divided into three panels: "Code" (with a "Costumes" tab), "Blocks", and "Workspace". The "Workspace" panel shows a script starting with a "when run" block, followed by a "set background to" block with a rainbow image, and a "make new" block with a hippo sprite. Below these are two "when clicked" blocks, each with a "sprite begins" block. An orange arrow points to the "Show Code" button in the top right of the workspace panel. A small Scratch logo is visible on the right side of the image.

Code Costumes

World
Sprites
Locations
Events
Behaviors
Loops
Variables
Math
Logic
Functions
Text
Comments

Workspace

when run

set background to

make new sprite at (344, 83)

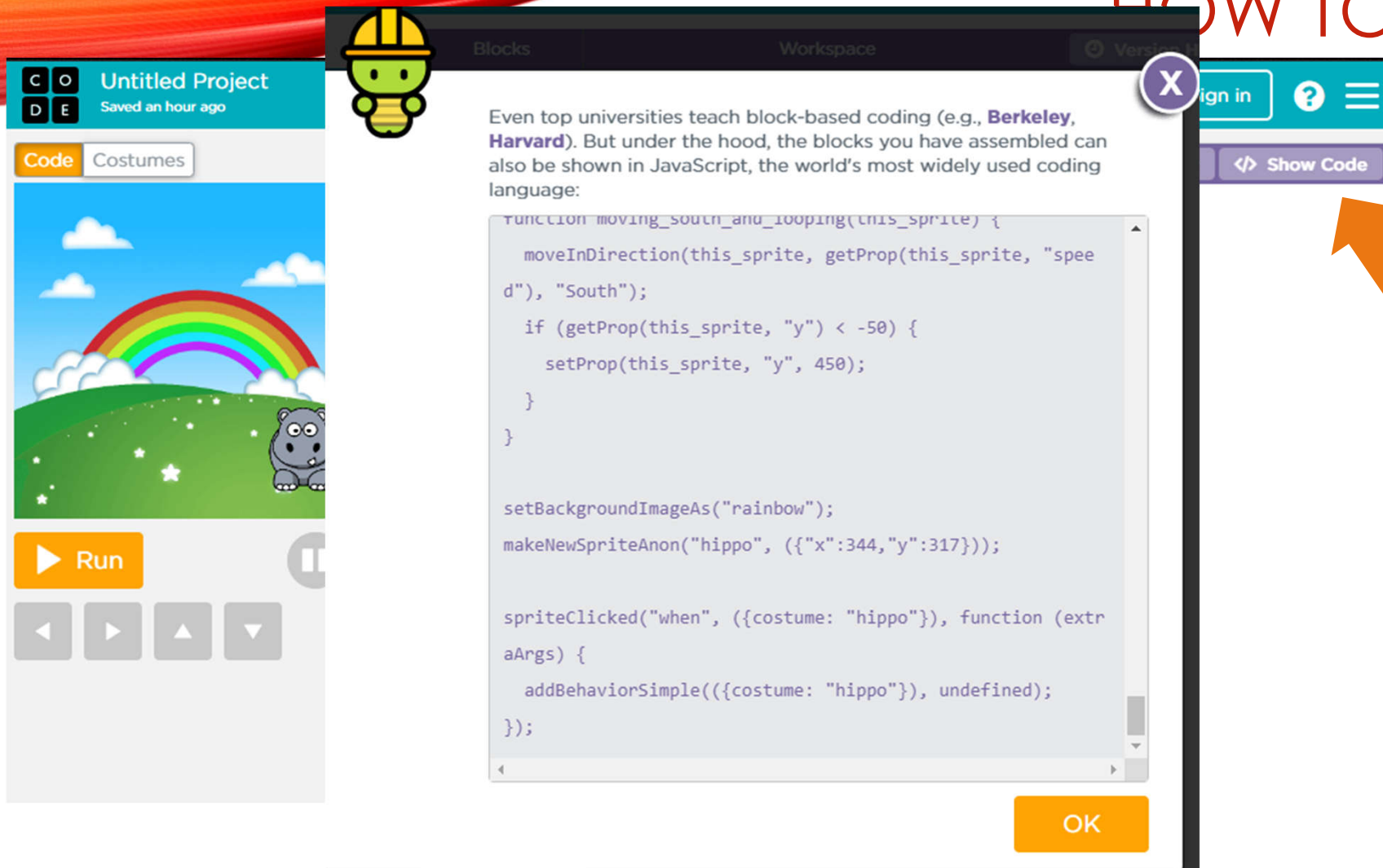
when clicked

sprite begins

Run

Version History Show Code

HOW TO START



The image shows the Scratch IDE interface. On the left, the 'Costumes' tab is selected, displaying a scene with a rainbow and a hippo. Below the scene are 'Run' and navigation buttons. A modal window is open in the center, titled 'Workspace', showing JavaScript code for a hippo sprite. The code includes a function for moving the sprite and a click event handler. An orange arrow points from the 'Show Code' button in the top right of the modal to the 'Show Code' button in the top right of the main interface. The modal has a close button (X) in the top right corner and an 'OK' button at the bottom right.

Even top universities teach block-based coding (e.g., **Berkeley, Harvard**). But under the hood, the blocks you have assembled can also be shown in JavaScript, the world's most widely used coding language:

```
function moving_south_and_looping(this_sprite) {  
  moveInDirection(this_sprite, getProp(this_sprite, "speed"), "South");  
  if (getProp(this_sprite, "y") < -50) {  
    setProp(this_sprite, "y", 450);  
  }  
}  
  
setBackgroundImageAs("rainbow");  
makeNewSpriteAnon("hippo", ({x:344,y:317}));  
  
spriteClicked("when", ({costume: "hippo"}), function (extraArgs) {  
  addBehaviorSimple(({costume: "hippo"}), undefined);  
});
```

OK

C O
D E

Untitled Project
Saved a few seconds ago

Rename

Share

Remix

Create ▾

R5Coder ▾

? ≡

Code

Design

Data

screen1 ▾

Run

Toolbox

UI controls

Data

Control

Variables

Canvas

Turtle

Math

Functions

onEvent(id, type, callback)

button(id, text)

textInput(id, text)

textLabel(id, text)

dropdown(id, option1, etc)

getText(id)

setText(id, text)

getNumber(id)

setNumber(id, number)

checkbox(id, checked)

radioButton(id, checked)

getChecked(id)

setChecked(id, checked)

image(id, url)

getImageURL(id)

setImageURL(id, url)

playSound(url, loop)

stopSound(url)

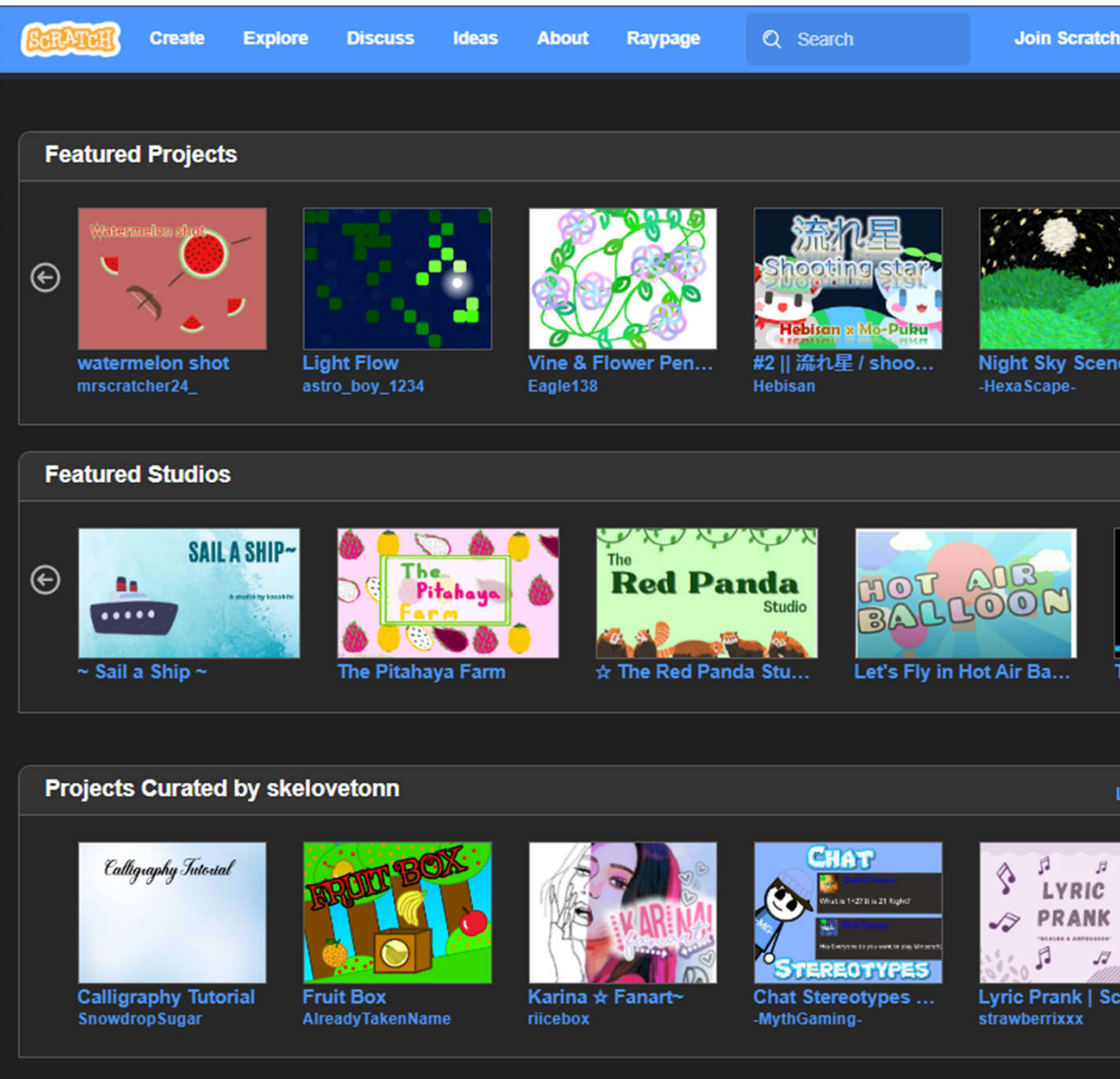
playSpeech(text, gender, la

Workspace

1

Version History

Show Text



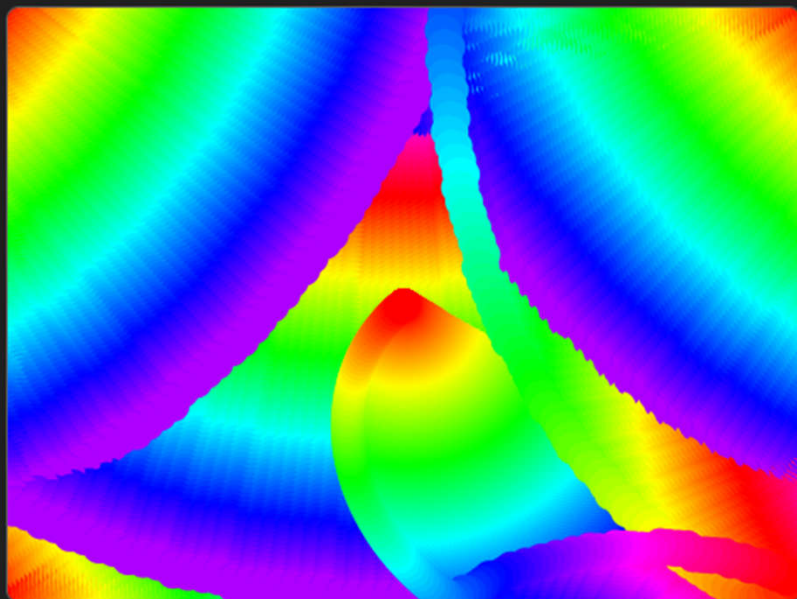
HOW TO START



Modify and enhance others' projects.

[Create](#)[Explore](#)[Discuss](#)[Ideas](#)[About](#)[Raypage](#)

Cool pen...

[Remix](#)[See inside](#)

Thanks to [blofberg](#) for the original project [Cool pen animations](#).

[Instructions](#)[Notes and Credits](#)

watch this...
to get amazing press space!



3



3



0



13

© Jul 13, 2020

[+ Add to Studio](#)[Copy Link](#)[Remix Tree](#)

Pen

SCRATCH

when I start as a clone



set pen color to



set pen size to

20



pen down

repeat

180

if on edge, bounce



move

3

steps



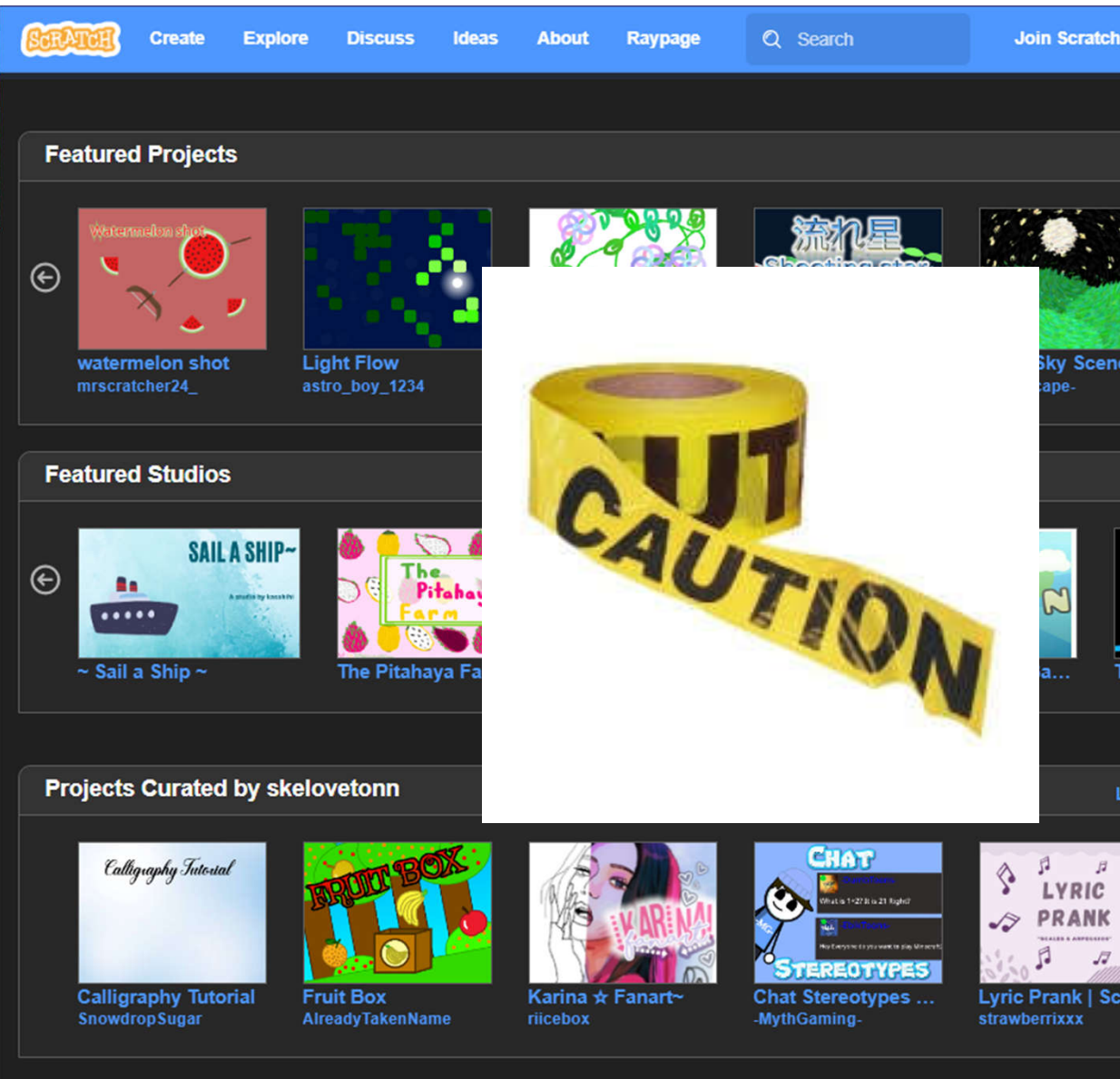
change pen

color

by

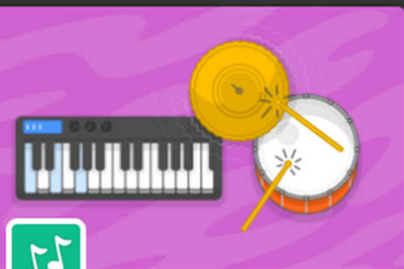
1

delete this clone



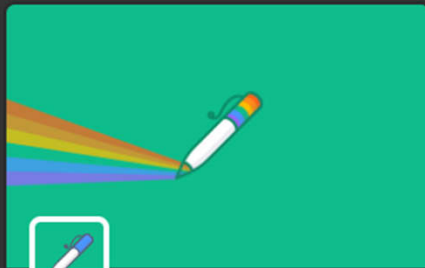
HOW TO START

Are they
programming/learning?
Or are they watching
sloppy videos and games
on scratch?



Music

Play instruments and drums.



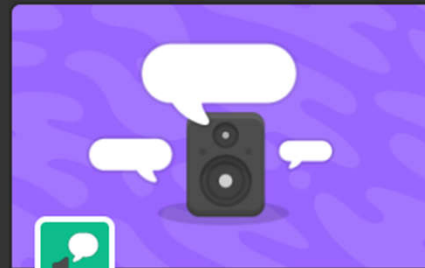
Pen

Draw with your sprites.



Video Sensing

Sense motion with the camera.

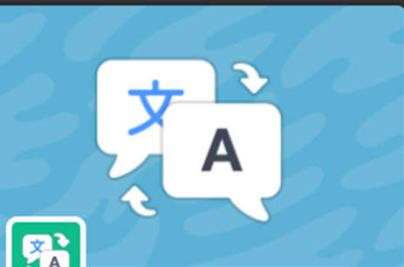


Text to Speech

Make your projects talk.

Requires

Collaboration with
Amazon Web Services

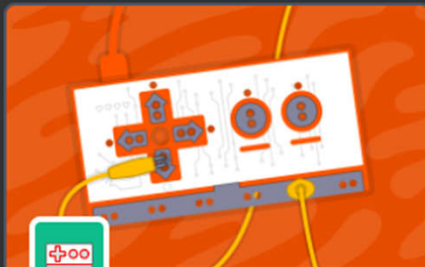


Translate

Translate text into many languages.

Requires

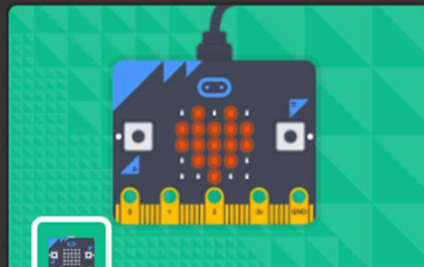
Collaboration with
Google



Makey Makey

Make anything into a key.

Collaboration with
JoyLabz



micro:bit

Connect your projects with the world.

Requires

Collaboration with
micro:bit



LEGO MINDSTORMS EV3

Build interactive robots and more.

Requires

Collaboration with
LEGO

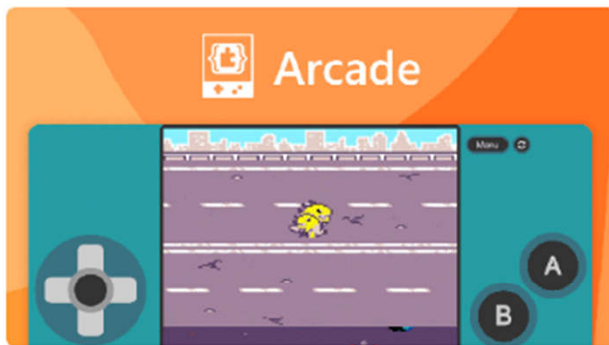


SCRATCH

Addons

HOW TO START

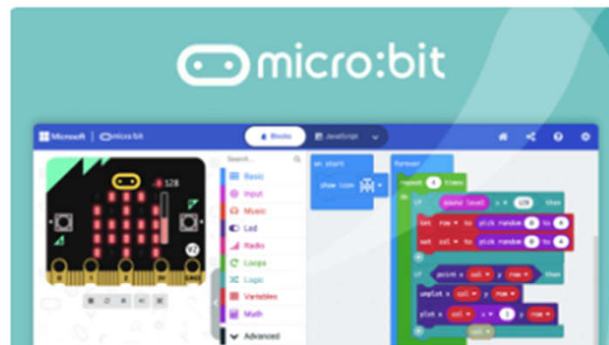
 Microsoft |  MakeCode



Make retro style Arcade games

100+ game mechanics ready to add to your game

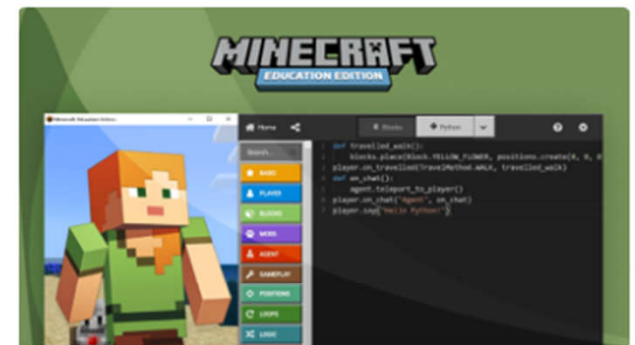
[Start coding >](#) [Learn more >](#)



Write programs for the micro:bit

The pocket-sized computer that you could embed into any project - no hardware necessary

[Start coding >](#) [Learn more >](#)

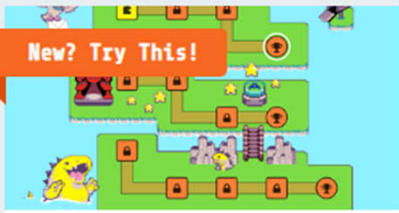


Code mods for Minecraft

*Requires Minecraft: Education Edition

[Get access >](#) [Learn more >](#)

Skillmaps




New? Try This!

Beginner Skillmap



Monster Truck Racer



Talent Show

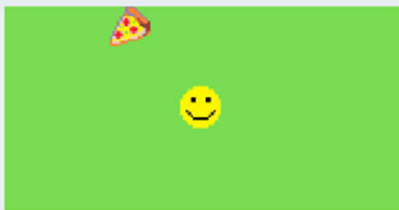


Shark Attack

START

oft | MakeCode

Tutorials



Chase the Pizza



Flee My Valentine

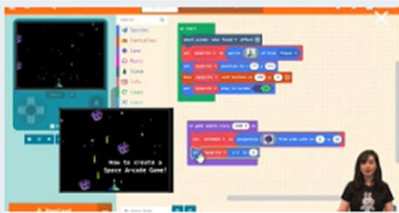


Time Flies




Happy Flower

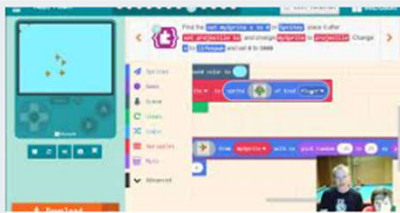
Live Coding



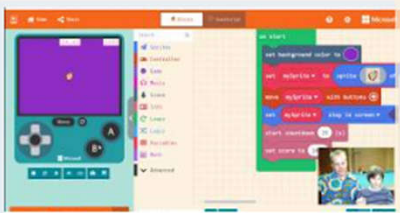
Space Arcade Game



Chase the Pizza



Happy Flower



Lemon Leak



Teach a computer to play a game

[Get started](#)[Learn more](#)

1

Collect examples of things you want to be able to recognise

2

Use the examples to train a computer to be able to recognise them



3

Make a game in Scratch that uses the computer's ability to recognise them

1 Collect examples of **text** to train the computer...



[About](#) [Projects](#) [Worksheets](#) [News](#) [Help](#) [Log Out](#)

Language

Recognising **text** as **museum, theme_park** or 2 other classes

[< Back to project](#)

+ Add new label

museum

I want to learn about the history of th...

I enjoy finding out things about the lo...

I'd like to learn about the past

I love history

I'd like to go to a museum

[+ Add example](#)

10

- **theme_park**

Is there somewhere with exciting ride...

I enjoy fast and exciting activities

I want to go somewhere that will scar...

I want to do something that's scary a...

Is there somewhere I can go to have ...

+ Add example

10

- art_gallery

I like looking at different types of art ...

Is there a gallery in town?

Nothing's better than art for me

I enjoy seeing beautiful works of art ...

Is there somewhere I can see work b...

[+ Add example](#)

10

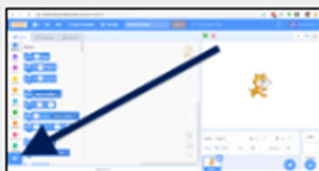


How to use

Get started

Click on the button to go to Scratch.
Go to the version of Scratch 3 available from Machine Learning for Kids.

Pre-trained models are available from the Extensions panel. Click on the blue extensions button in the bottom-left of the Scratch window to find them, then click on the one you want to add to your project.



The blocks for the pre-trained model will be added to the Scratch toolbar.

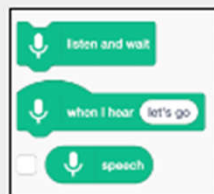
Are there other machine learning models you would like to be able to use in your Scratch projects?

Let me know by asking in the ML for Kids forum.

Speech to text

This model can be used to recognize speech recorded through your microphone.

It gives you a block you can use to record some audio and then give you the text that it recognized, and a block that you can tell it to listen out for a particular word or phrase.

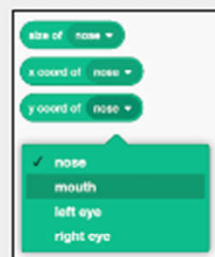


It uses the speech recognition capability that comes with Google Chrome, so the ML model that you'll be using comes from Google. (It also means that you can only use this model if you're using the Google Chrome web browser, sorry!)

Face detection

This model can be used to recognize your face in the video feed from your webcam.

It gives you blocks that will find the x,y coordinates of your eyes, nose and mouth.



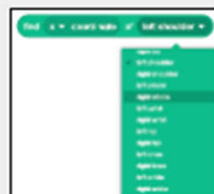
This uses a top-down technique - it starts by looking for something that looks like a face in the picture. Once it has found that, it tries to identify facial features in that area. The machine learning model is based on MobileNet (a ML model designed for mobile devices, so it doesn't need much computing power).

The training data used for this model came from a set known as WIDER FACE.

Pose detection

This model can be used to recognize your pose in the video feed from your webcam.

It gives you blocks that will find the x,y coordinates of different parts of your body, like shoulders, elbows, wrists, knees, and ankles.



This uses a bottom-up technique - looking for human body key points (like shoulders, elbows, knees, etc.) and then grouping them to identify a person and the pose that they're in.

The training data used for this model came from a set known as Common Objects in Context (COCO).

For more information, including a description of some of the challenges and potential issues with the model, see the model card.

Hand detection

This model can be used to recognize your hand in the video feed from your webcam.

It gives you blocks that will find the x,y coordinates of different parts of your hand: the tips of each of your fingers, and your wrist.



It can only return information about one hand in the view.

For more information, including a description of some of the challenges and potential issues with the model, see the model card.

HOW TO START

Pre-trained models

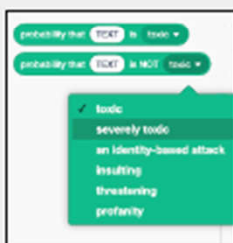
machinelearningforkids.co.uk



Toxicity

This model can be used to recognize whether text contains toxic content.

It gives you blocks that will predict the percentage probability that some provided text contains toxic content such as threatening language, insults, obscenity, or identity-based hate.



The training data used for this model came from low-toxic ungenerated comments posted on news articles.

Imagenet

This model can be used to recognize objects in a costume.

It gives you blocks that will predict the main object shown in a sprite.



It has been trained to recognize photos of one-thousand common objects. The machine learning model is based on MobileNet (a ML model designed for mobile devices, so it doesn't need much computing power).

It has been trained to recognize photos, and won't recognize cartoons or drawings very well.

Question Answering

This model can be used to find answers to questions.

It gives you a block that will look for the answer to a question in some text that you give it.



It is a type of machine learning model called GERT which is useful for projects without.

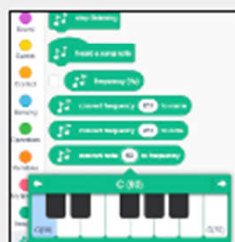
It has been trained using a set of questions and answers from Wikipedia articles collected by Stanford University called 'SQuAD'.

This is a complex model, so you might find it is slow and needs a lot of memory on your computer!

Pitch estimation

This model can be used to recognize a note being sung from your computer's microphone.

It gives you blocks that will return the frequency of a note it recognized, and to convert that into the name or MIDI note.



This model, called GPCC, has been trained to identify the dominant pitch in sung audio, including being able to recognize a sung note even if there is background music and noise.

The training data used for this model came from MIDI-X, which is a set of 1000 short sound recordings of amateur singers singing along to karaoke.

You will need to let Scratch use your microphone to use this model.

TensorFlow

Open a TensorFlow model

TensorFlow is a toolkit for training and running machine learning models.

If you know how to create your own machine learning model with TensorFlow, click the button above to use it in Scratch.

You can build your own model, using programming languages like Python.

Or you can use tools like Teachable Machine to easily train a TensorFlow model, and then make something with it in Scratch here.

More...

(Only image classifiers are supported today, but support for more types of machine learning models is coming soon!)

6 and above

bitsbox

- » No debugging
- » Easily to share
- » Easy to get started on

HOW TO START?



& Toilet



```
1 fill('flush')
2 time = 3500
3 poo = stamp('poop',500)
4 poo.rotate (1080, time)
5 poo.size(0,time)
6 sound('flush')
7
8
9
```



HOW TO START?

bitsbox



6 and above

HOW TO START?

- » BitsBox
- » CodeMonkey
- » CodeCombat
- » Crunchzilla
- » Code Monsters



9 and above

HOW TO START?

- » Python
- » Web development
- »

- » Easy interface
- » Set aside a regular time



WHAT TO CODE?

9 and above

- Say hello to the world!

» From reddit: Posted by u/SuchShopping3828



WHAT TO CODE?

- » 100s of books
- » Simple games
 - Upload uncle's face; touch uncle's face to fart!
 - Make fireworks (have a 6 yr to code, and a 1.5 yr old one to test!)
 - Freeze dance
 - Simple puzzle (6 pieces in the correct location)
 - Shoot flying aliens
- » Greeting cards (personalized messages/music/design)
- » Simple day to day tools
 - (up or down) Counter
 - To-do list

Kids are full
of IDEAS



NOT INTERESTED?

It's ok!

- It's supposed to be fun!
 - If not fun, try again later!
- Make Art
 - Videos/Jokes
 - Greeting cards
 - Abstract art
- Try games
 - Robots
 - Snap circuits with Arduino



CAUTION

FYI ...

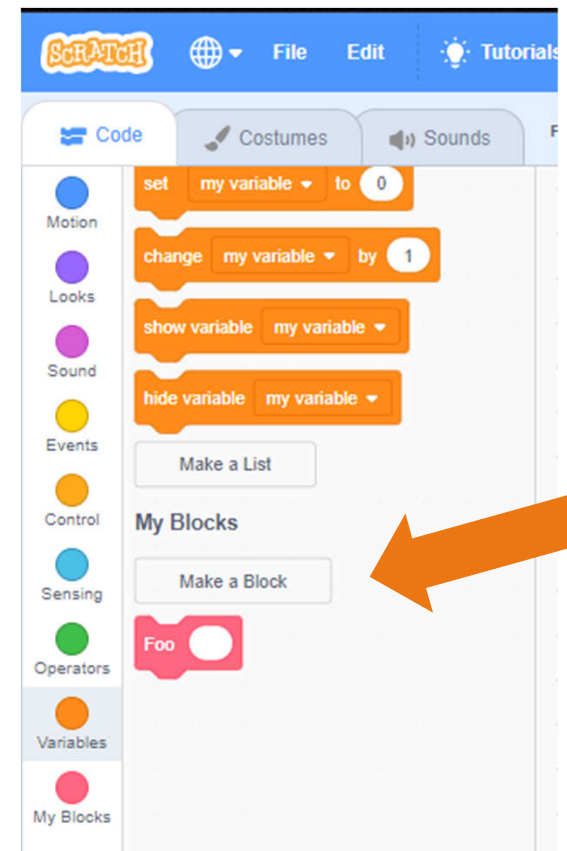
- Sloooowwww type
- Ok to quit!
- Who's programming here?
- Silly/unrealistic/useless ideas
- Coordinates



CAUTION

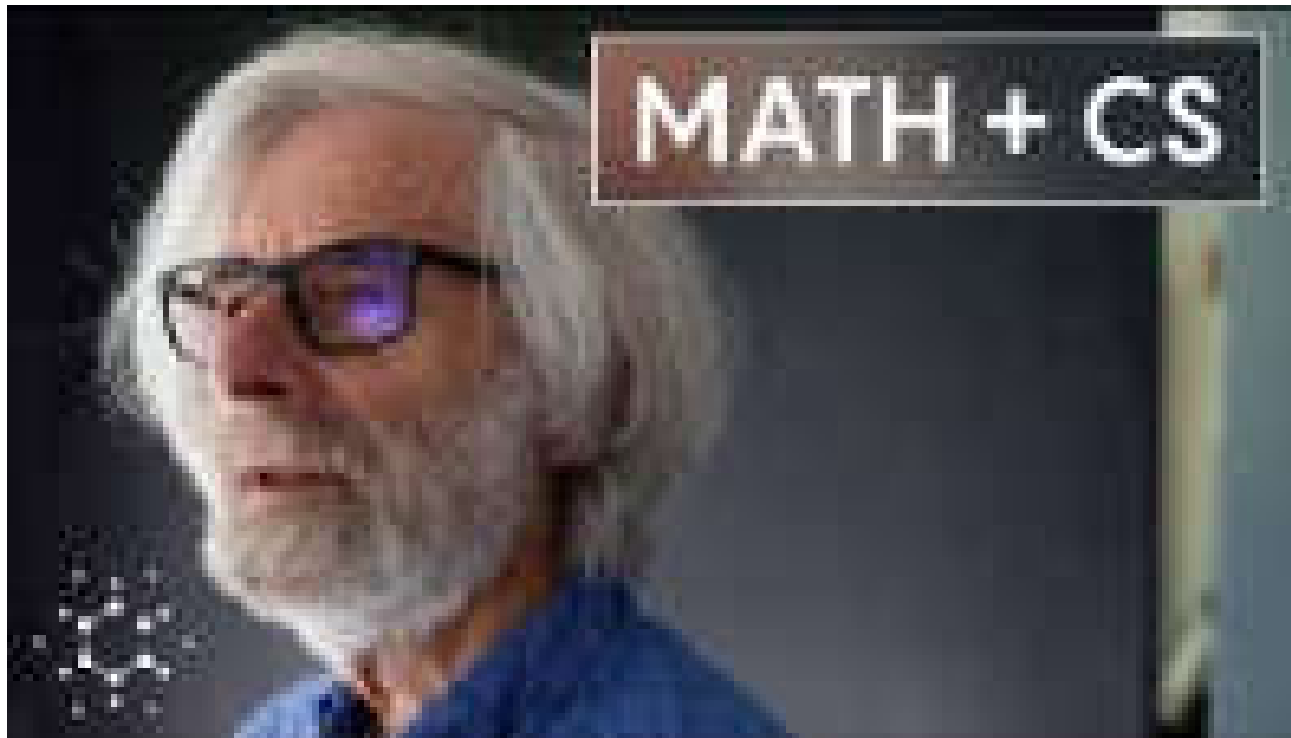
Imprint good coding practices

- » Bad names
- » Duplicated code
- » Organized code
- » Const variables vs. Hardcoded numbers
- » Comments





CAUTION



Coding vs.
programming
(by Leslie Lamport)

Programming vs.
Software development
(by Titus Winter)

<https://youtu.be/rkZzg7Vowao?t=77>



CAUTION

You have no idea!

- » Things you don't know
- » Things you don't want them to know
- » Things that are incorrect
- » Bad language/mean comments
- » Wrongdoing!



Show them **reliable** resources.

What if.....



CAUTION