kidscodejeunesse

Kids Code Jeunesse is dedicated to giving every child the chance to learn to code. We introduce educators, parents and communities to intuitive teaching tools and support engaging educational experiences for everyone.

Teacher Training

Our introductory teacher training workshops are designed to provide teachers with confidence and tools to bring the fundamentals of computational thinking and basics of code into their classrooms.

We work with free, open-source software such as Scratch and Scratch Jr. that can be easily integrated into the classroom setting.

Our instructors train teachers at conferences, professional development days and upon request by schools and school boards.

We have over 4 years experience working with different levels of Education, from school boards to Ministries of Education.

In 2016-2017 KCJ, in partnership with Lighthouse Labs, was contracted by the Ministry of Education in B.C. to train teachers across the province's 60 school districts in computational thinking and simple coding.

In 2017, la fondation de la Commission scolaire de Montreal, responsible for Quebec's largest school board, engaged us to develop in-classroom coding materials, to instruct 8 weeks of lessons (over 1200 workshops), and to support teachers to continue coding with the students.

Workshop Topics

> *Before the workshop I had ordered two books about Scratch for the library. When I opened them, I was dismayed to see that I had no understanding of the content and I wondered how students would make use of the resource. When I got home (after the workshops) and looked at the books again it was like learning to read for the first time. I knew exactly what the authors are explaining to students. I feel confident that I can bring this to our classroom, thank you!"*
>
> - *Teacher from Victoria. B.C, Canada 2017*

Computational Thinking Workshop:

This workshop introduces the basic concepts and practices of computational thinking and includes unplugged activities that can be taught in the classroom.

The goal of the workshop is to provide teachers with a basic framework that will support and encourage new perspectives on computing for creativity and problem solving. Computer Programming Workshop:

This workshop integrates computational thinking with the basics of computer programming by using a visual programming language: Scratch or Scratch Jr. The goal of the workshop is to help teachers understand and develop rudimentary concepts like sequencing, loops and variables through hands on activities that adapt well to the classroom. Teachers will create their own interactive programs using Scratch or Scratch Jr.

Physical Computing Workshop

This workshop introduces the Micro:bit, a tiny programmable computer designed to make learning and teaching code easy and fun. The goal of the workshop is to provide teachers with experience using a physical computing device to use to teach students to code, collaborate and communicate. Teachers will receive a complimentary Micro:bit.

Internet/Web Workshop:

This workshop explores the fundamentals of the internet, web and HTML, the language of the web. In the hands-on portion, teachers will build their own web page using HTML/CSS and be provided with ideas on how to bring HTML/CSS into the classroom.

Workshop Details
(option to select one or more workshops)

"That was the best introduction to Scratch that I've ever been to!"

- *Teacher from Chilliwack, B.C., Canada 2017*

*****PRICES ON DEMAND*****

1 Hour Workshop

Intro to Computational Thinking: Unplugged Activities

For teachers with students: Grades K - 12
Required material: Pencil and Paper

1 Hour Workshop

Intro to Physical Computing with the Micro:bit
For teachers with students: Grades K - 12
Required material: laptop & Internet

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2 Hour Workshops

Intro to Computer Programming with Scratch Jr.

For teachers with students: Grades K - 2
Required material:

- Tablet (Apple or Android) with Scratch Jr. App installed

Intro to Computer Programming with Scratch

For teachers with students: Grades 3 - 12
Required material: Computer (laptop or desktop)

Intro to Internet/Web with HTML/CSS

For teachers with students: Grades 5 - 12
Required material: Computer (laptop or desktop)

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3 Hour Workshop

Intro to Computational Thinking & Computer Programming with Scratch

For teachers with students: Grades 3 - 12
Required material: Computer (laptop or desktop) & Internet

Intro to Computational Thinking & Internet/Web with HTML/CSS

For teachers with students: Grades 5 - 12
Required material: Computer (laptop or desktop) & Internet

Teacher Training can also be combined with our coding lessons for kids.

Please check the KCJ website for more details on 8 hours of Coding Lessons for Kids:

http://kidscodejeunesse.org/services.html