# DRAFT Outline for Gibsons & District Public Library Summer Coding Drop-in Program

1. Gibsons & District Public Library Summer Coding Drop-in Program
2. Dates: July 10, 17, 24, 31, Aug. 14 and 21 (Aug. 7 is a holiday).
3. Times: 1030 am - 1200 pm
4. Location: Gibsons & District Public Library
5. Maximum attendance at each session: 16
6. Purpose
   1. To introduce and develop coding skills in participants who may be as young as 9 and might be as old as 13
7. Outcomes
   1. On completion the participants at *any one* sessions will be able to:
      1. Code a game using block coding
   2. On completion the participants at *multiple* sessions will be able to:
      1. Code a web page using HTML and CSS
      2. Code a graphic function in JavaScript
      3. List their preferred knowledge resources for further learning
8. Tools
   1. Block coding: Scratch (or Code.org)
   2. Text-based coding or markup language: Coding with Chrome or Chrome Dev
9. Subjects
   1. Games
   2. Documents and stories
   3. Send an e-card
   4. Graphics: Shapes and Colour
   5. Audio
   6. Video
10. Coding Languages
    1. Participants at *any one* session:
       1. Block coding
    2. Participants at *multiple* sessions:
       1. HTML5 coding
          1. text colour shape with CSS or HTML canvass
          2. audio
          3. video
       2. CSS coding
       3. JavaScript coding
          1. Simple functions in a web page and standalone apps using both block coding and text-based coding
11. Content:
    1. Participants at *any one* session:
       1. Scratch <https://studio.code.org/s/course3>
    2. Participants at *multiple* sessions examples drawn from :
       1. <https://studio.code.org/applab>
       2. <http://www.canadalearningcode.ca/>
       3. <http://teacherslearningcode.com/en/home>
    3. From SCTechHub
       1. Girls Learning Code Lesson Plan <https://docs.google.com/document/d/1fYLP7ulzLQ22DixA01ojRRdOq8NQmQf52im-1dfTM5k/edit?usp=sharing>
       2. Parents Learning Code Lesson Plan <https://docs.google.com/document/d/1JqFjO2GHC3jNQyF_bvEMdQYrjolcXjoxqeXIwgR1YzE/edit?usp=sharing>
       3. a handout with resource links <https://docs.google.com/document/d/1lmxYIAvoZPHkoVEK1CE8DF9efFEGGbsfQy7L1MU3h9o/edit?usp=sharing>
       4. Here are some of the lessons we learned that may be useful for future workshops. <https://docs.google.com/document/d/1AYafTlUun9IxImyD6-3eJW6Lq1dSBx_Oj5dM4LRDdWM/edit?usp=sharing>
    4. From Robin
       1. <https://scratch.mit.edu/studios/364484/projects/>
12. Prerequisites for participants
    1. None
13. Course assessment and feedback
    1. TBC
14. Notes:
    1. About course extensions;
       1. It is anticipated that participants may change at successive sessions, given the drop-in format. Therefore some content may be re-used from session to session for new participants. We expect some participants to come more than once (though not necessarily consecutively) so it will be important to have extension work.
       2. Most of the kids have had some experience with block coding so it might be useful to introduce them to writing text-based code as well (not using blocks)
    2. About housekeeping
       1. Each participant should provide (or be provided) an email address to create an account on the respective learning sites
       2. Each session will be assigned collaboration sites e.g. “My Session”, “My Stuff”, etc
       3. GDPL has 8 Chromebooks to used by participants working in pairs