CODE FOR GOOD

Curriculum

Computer Science and Social
Entrepreneurship workshop

Code for Good is a project-based workshop for high school students with a passion for technology and social impact. Students identify needs in their community and form a social enterprise. They learn HTML, CSS, JavaScript, and Python through creating a web presence for their organization.

Module 1:
COMMUNITY ENGAGEMENT

Student Objective:
Students will adapt the mindset of entrepreneurs by researching community needs and developing a social enterprise.

Lesson 1: Research

- Survey how local communities can be improved.
- Collect data on social issues impacting community members.

Lesson 2: Brainstorm

- Analyze data and choose which social challenges to address.
- Brainstorm solutions for alleviating social problems.

Lesson 3: Creating a Mission and Business Plan

- Create a social enterprises and develop a mission statements.
- Make business plans for social enterprises.

Module 2:
FRONTEND DEVELOPMENT

Student Objective:
Students will adapt the mindset of User Experience Designers by creating websites with HTML, CSS, and Javascript.

Lesson 1: HTML

- Understand HTML elements, tags, and attributes.
- Create basic HTML webpages.

Lesson 2: CSS

- Use CSS selectors to edit HTML elements.
- Understand CSS display and positioning properties.

Lesson 3: JavaScript and jQuery

- Understand the purpose and capability of Javascript.
- Use jQuery library for selectors and events.

Lesson 4: User Experience Design Principles

- Understand UX design principles and best practices.
- Use wire-framing techniques to create prototypes.

Module 3:
SOCIAL MEDIA MARKETING

Student Objective:
Students will adapt the mindset of marketing strategists by creating an online presence for their organizations through social media platforms.

Lesson 1: Research Target Audience

- Research similar organizations that reach the target audience.
- Conduct user research to understand target audience.

Lesson 2: Social Media Platforms

- Research best social media platforms for reaching target audience.
- Create social media accounts for social enterprises.

Lesson 3: Community Engagement

- Create content for social media outlets.
- Recruit followers on social media platforms.

Module 4:
BACKEND WEB DEVELOPMENT

Student Objective:
Students will adapt the mindset of computer programmers by adding features and functionality to their websites using Python.

Lesson 1: Programming Concepts with Python

- Use the Python interpreter, create variables, and understand data types.
- Learn to manipulate strings using string methods.

Lesson 2: Advanced Python

- Understand Conditionals, Loops, Lists, Functions, and Dictionaries.
- Import Python libraries and modules.

Lesson 3: Deploying Web Apps

- Deploy web apps using Google App Engine for the world to see.

Module 5:
PRESENTATIONS

Student Objective:
Students will adapt the mindset of presenters by pitching their final projects to community members and stakeholders.

Lesson 1: Presenting with confidence

- Learn presentation skills and the importance of body language.

Lesson 2: Practice Presentations

- Practice presentations and receive feedback from instructor and peers.

Lesson 3: Final Project Demos

- Present final websites for social enterprise projects.

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