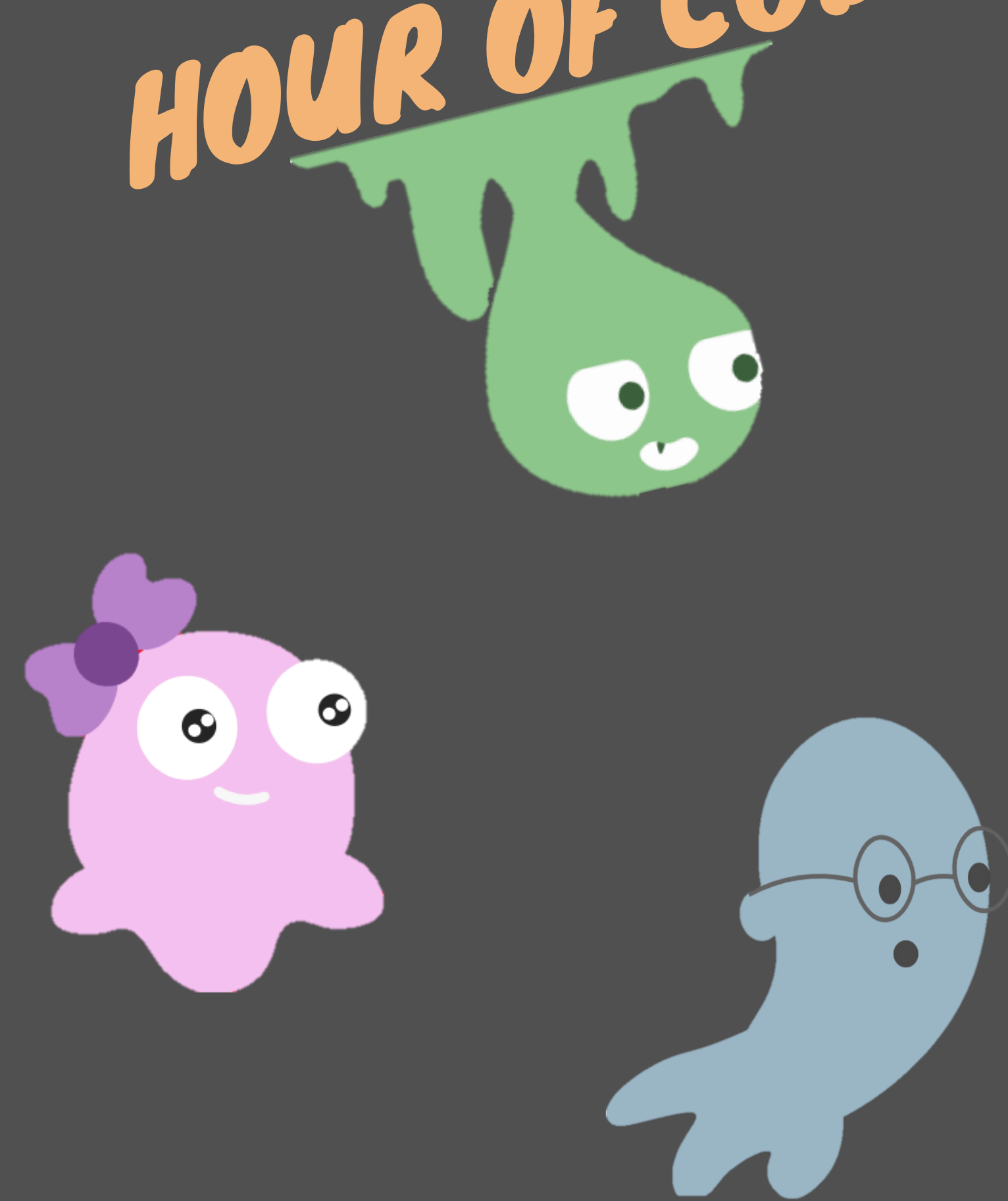


# BLOB BAND

HOUR OF CODE



## GROUP

**MORGAN BEST** • Cloud Computing Expert • CS '19

**KATEY PITTMAN** • Web Dev. Expert • CS '19

**ELISABETH BRUESEWITZ** • Web Dev. Expert • CS '19

**TESSA WIEDMANN** • Education Expert • CS '19

## ADVISOR

**PR. ANNEXSTEIN** • Computer Science

## ANIMATOR

**OLIVIA WIEDMANN** • Fine Arts '21

## WHAT IS THE HOUR OF CODE?

The Hour of Code is a global computer science education movement that Code.org started in 2013. Since then, it has engaged over 100 million students around the world in 45 different languages. During Hour of Code activities, females make up 50% of all participants. Hourofcode.com hosts a variety of hour-long, self-guided activities.

## WHAT IS BLOB BAND?

Our Hour of Code engages 2<sup>nd</sup> and 3<sup>rd</sup> grade students in computer science through music. It allows them to express themselves creatively by composing new songs while learning computer science concepts such as sequences and loops. Blob characters react to each note played.

## WHAT IS THE IMPACT?

Many of the current Hour of Code activities are very similar—students take the role of a main character and must program each step the character takes to reach the goal. A music-based activity will break out of this mold and allow students to be more creative.

## WHAT WERE THE CHALLENGES?

- Designing an age appropriate and engaging curriculum following CS education standards
- Creating and implementing custom animations and sounds using Lottie and React components
- Forking Scratch 3.0, stripping everything but the toolbox/workspace, and creating custom blocks

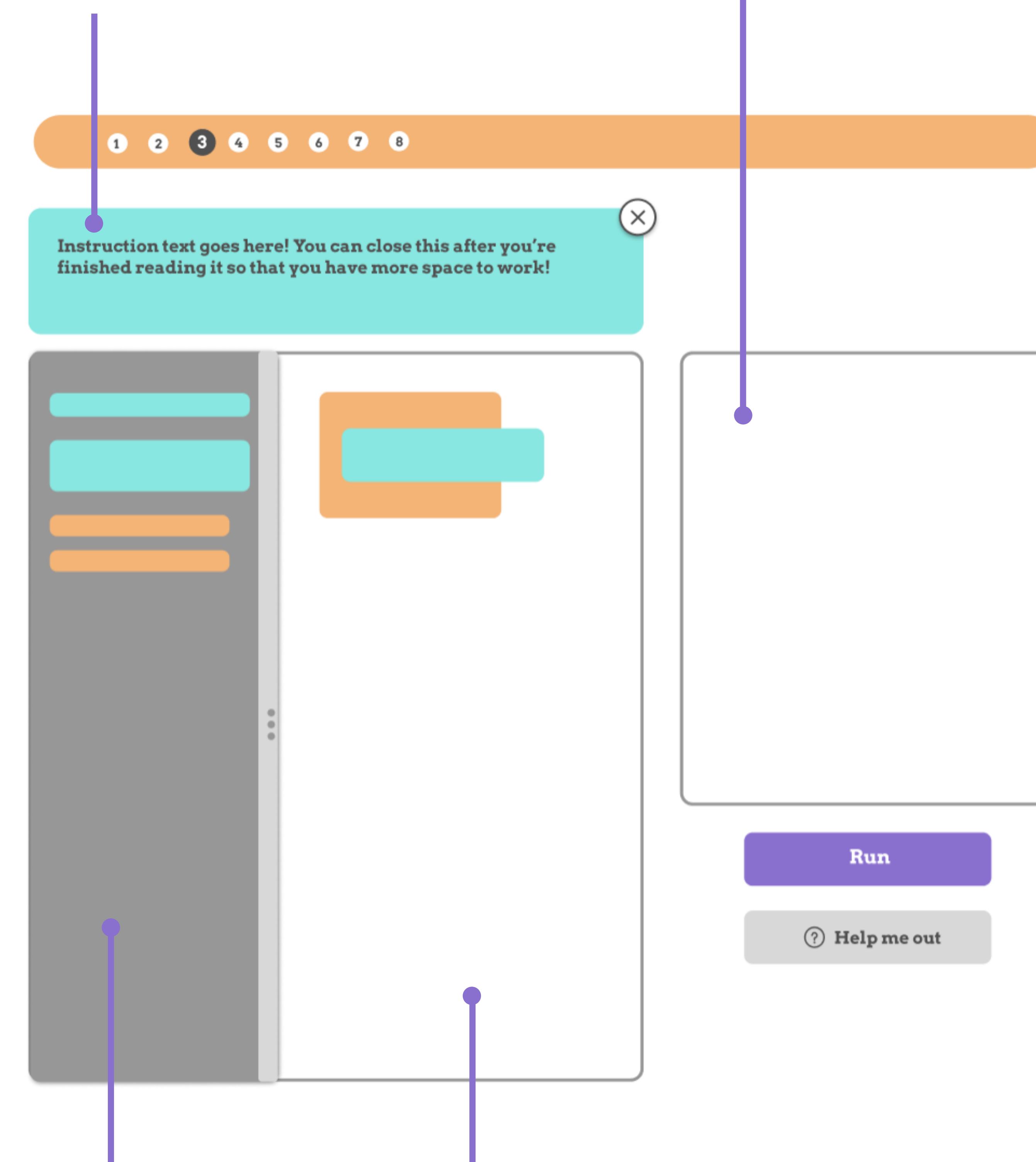
## WHAT WAS ACCOMPLISHED?

Created a 10 level, hour long self guided curriculum in a React web app with modern UI/UX and animations. The activity will be submitted for approval for the official 2019 Hour of Code website.

## WEBSITE WALKTHROUGH

Hour of Code activities should be self-guided with instructions on each level

When students press run, the code in the workspace executes



The block toolbox holds all scaffolded blocks for each level, according to the curriculum

Students drag and drop blocks from the toolbox to the workspace until they 'click' together

## TECHNOLOGIES USED







