# Introducing Coding to Your Library

## OLA 2018

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# Overview

- Introduction
- Access content at about.me/katlin
- Introductory Video
- Oklahoma Computer Science Standards
- Hands-on Activity
- Computational Thinking
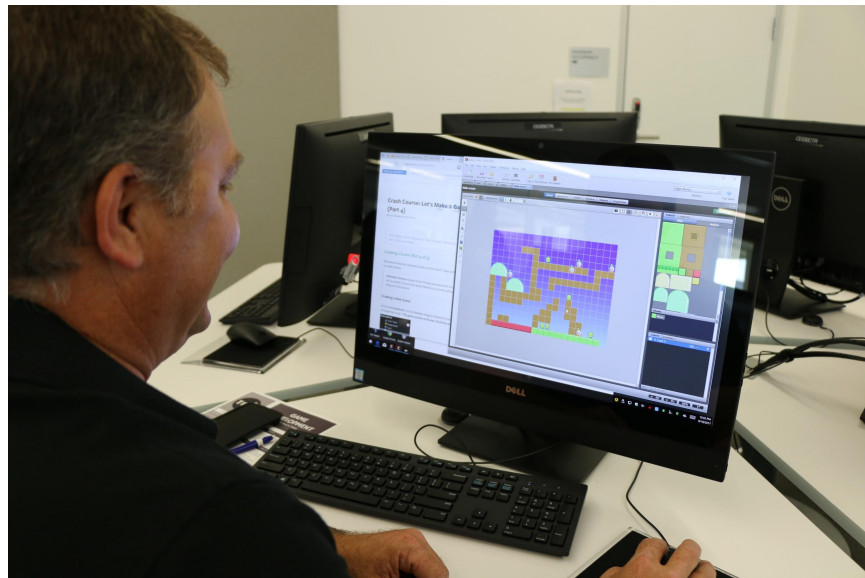- Resources
- Tips for Success

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# Introduction





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# Oklahoma Computer Science Standards

Oklahoma State Board of Education approved new CS Standards that will be implemented for the 2018-2019 school year.

Access them here: http://sde.ok.gov/sde/computer-science-standards

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# Hands-on Activity: Instructions

Small sheet - color in squares to create a design

Large sheet - write instructions for your partner to follow to duplicate your design using the following symbols:

Lesson plan: https://code.org/curriculum/course2/1/Teacher

# What is computational thinking?

**"Computational Thinking (CT)** is a problem solving process that includes a number of characteristics and dispositions. CT is essential to the development of computer applications, but it can also be used to support problem solving across all disciplines, including the humanities, math, and science."

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Source: Computational Thinking Course by Google

# What is computational thinking?

1. Decomposition
2. Pattern Recognition
3. Abstraction
4. Algorithm Design

Learn more at https://computationalthinkingcourse.withgoogle.com/
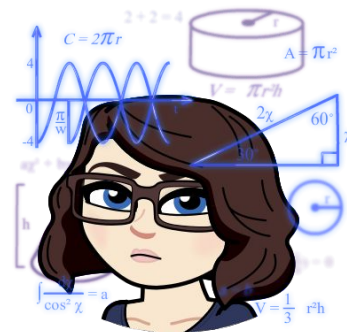
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I have some good news for you!

# You don't have to be a coder to teach coding.

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I have some good news for you!

# You don't have to reinvent the wheel.

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# Resources

- Unplugged
- Coding Activities
- Game Development

For an extensive list of resources, access notes at about.me/katlin

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# #codingunplugged

- [CSUnplugged.com](CSUnplugged.com)
- [Code.org/Learn](Code.org/Learn)
- [#codingunplugged](#codingunplugged) on Twitter

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# Coding Activities

- [Code.org/Learn](Code.org/Learn)
- [Mozilla Learning Network](Mozilla Learning Network)
- Code Academy

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# Code.org/Learn Hour of Code

| More resources | 🗗 **Teacher notes** |
|---|---|
| Short link | **https://hourofcode.com/mchoc** |
| Student experience | Beginner |
| Classroom technology | All modern browsers, Android tablet, iPad, Android phone, iPhone |
| Topics | Computer Science only |
| Activity type | Self-led tutorial |
| Length | One hour, One hour with follow-on |
| Languages | English, Arabic, Bulgarian, Chinese, Croatian, Danish, Dutch, Finnish, French, German, Greek, Icelandic, Indonesian, Italian, Japanese, Korean, Norwegian, Persian, Polish, Portuguese, Romanian, Russian, Spanish, Swedish, Turkish, Ukrainian and 19 more |

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## Minecraft Hour of Code Tutorials

Many languages | Modern browsers and tablets | Grades 2+

**New**

**Minecraft: Hero's Journey**

Minecraft is back for the Hour of Code with a brand new activity! Journey through Minecraft with code.

Start

**Minecraft Designer**

Program animals and other Minecraft creatures in your own version of Minecraft.

Start

**Minecraft Adventurer**

Use code to take Alex or Steve on an adventure.

Start

# Mozilla Learning Network



**Web Literacy**

A framework for entry-level web literacy & 21st Century skills. Explore the map by selecting what you want to learn more about, to see definitions and activities.
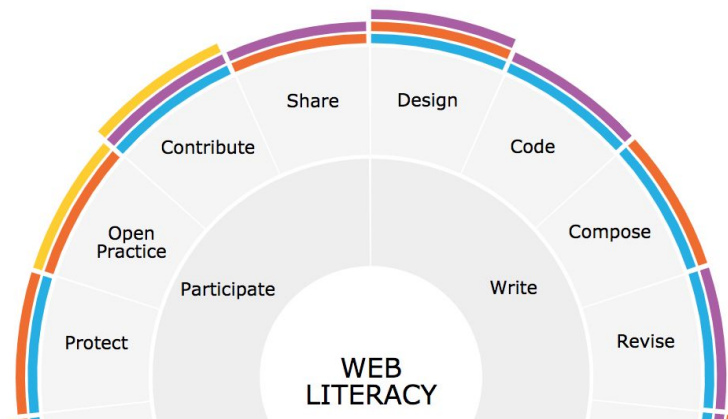
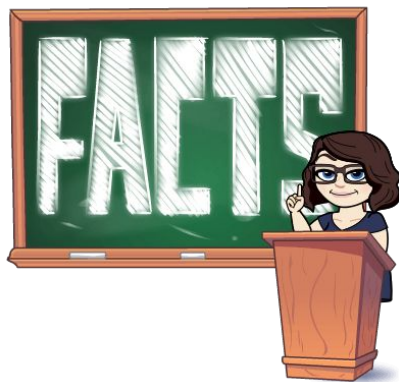21st Century Skills

☑ **Problem-Solving**

☑ **Communication**

☑ **Creativity**

☑ **Collaboration**

Share  Design  Contribute  Code  Open Practice  Compose  Participate  Write  Protect  Revise  **WEB LITERACY**

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# X-Ray Goggles by Mozilla

Learn how the web works,
using [X-Ray Goggles](#) by
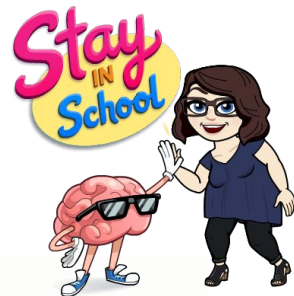Mozilla.

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# Thimble Project by Mozilla

Remix websites using Mozilla's Thimble Project.

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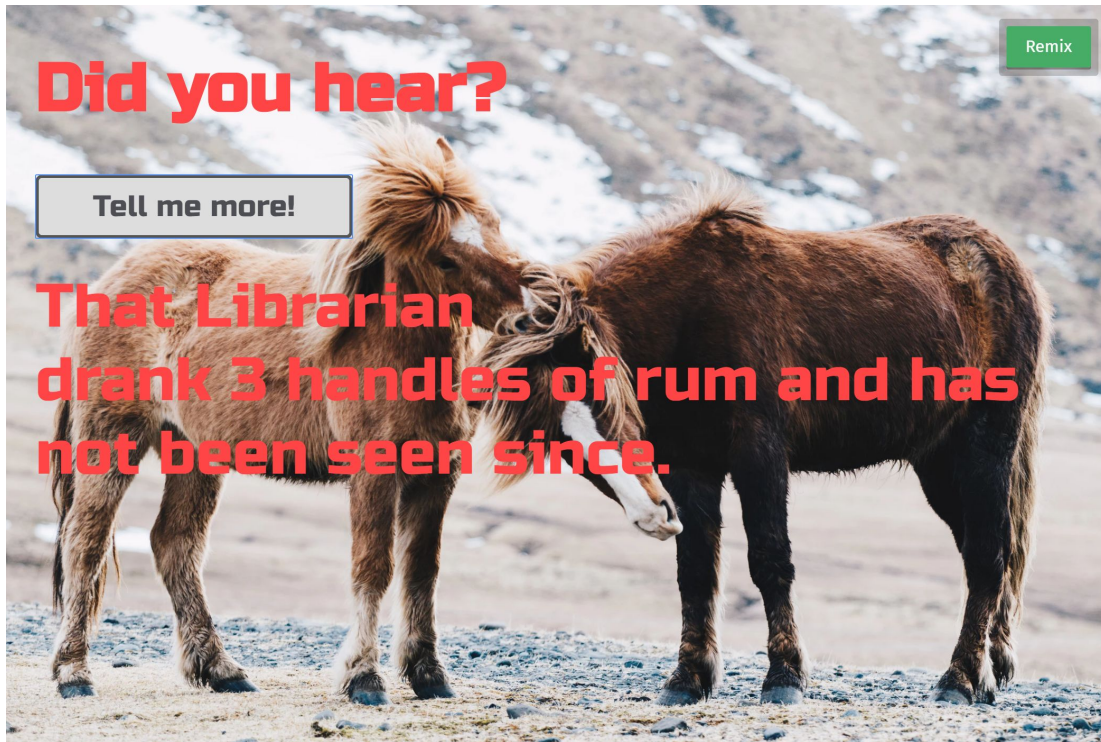
# Code Academy

## COURSES

Codecademy courses teach you a technical skill through interactive lessons. Practice projects and quizzes are available for our Pro members.

### Learn HTML

Learn the basics of HTML, the essential language of the web. This course covers

🕐 3 hours

### Learn CSS

Learn how to style and visually organize HTML with CSS. This course covers vers

🕐 11 hours

### Make a Website

Explore HTML & CSS fundamentals as you build a website in this introductory cour

🕐 4 hours

### Deploy a Website

Learn how to publish a personal website to the public Internet.

🕐 4 hours

### Learn Responsive Design

Learn responsive design techniques, like relative sizing units and media queries, t

🕐 3 hours

### Learn Sass

Expand your CSS knowledge by learning SCSS syntax, nesting, functions, and mc

🕐 3 hours

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# Game Development

- Minecraft
- Stencyl
- Construct 3

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# Tips for Success

- Work with local companies and organizations to bring in technology professionals and enthusiasts.
- Connect technology to patron interests.
- Don't be afraid to say, "I don't know. Let's figure that out together." Learn right beside your patrons.

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# Questions?

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# Thank you!

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loggin' off