

**Grade:** 1st - 3rd grade

**Main Focus:** Coding Concepts with Ozobot

**Description:** Students will get to work with and play with Ozobot. Ozobot is a small programmable robot that can be coded offline using color codes or online using OzoBlockly. This course will teach basic programming concepts to students using these two methods of coding!

**Typing Resource(s):**

- 1st grade: Typingclub.com - "Typing Grade 1"
    - <https://www.typingclub.com/sportal/program-147.game>
  - 2nd grade: Typingclub.com - "Typing Grade 1"
    - <https://www.typingclub.com/sportal/program-147.game>
  - 3rd grade: Typingclub.com - "Typing | Grade 3"
  - <https://www.edclub.com/sportal/program-145.game>
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**Grade:** 4th - 6th grade

**Main Focus:** Learning Programming with Scratch

- <https://scratch.mit.edu/>

**Description:** Students will learn to code by learning the basics of Scratch. Scratch is a "drag and drop" programming language where students can program and share interactive media such as stories, games, and animations with people from all over the world. As students create with Scratch, they learn to think creatively, work collaboratively, and reason systematically.

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**Grade:** 7th and 8th grade

**Main Focus:** Navigating Through a Game with Tynker

- "Programming 300":  
<https://www.tynker.com/free-school/coding-curriculum/programming-300>

**Description:** Students will learn how to code using Tynker. Tynker is an educational programming platform to help children learn coding skills, including game design, web design, animation and robotics. Students in this class will be working with block-coding, JavaScript, and Python to make their way through an interactive game.

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**Other resources that may be considered include:**

- Tynker games (all ages): <https://www.tynker.com/hour-of-code/teacher>
- RoomRecess: <https://www.roomrecess.com/> X
- Codeforlife: <https://www.codeforlife.education/play/>
- Additional robots to be brought in