Educator Hour of Code: Lesson Plan Outline

Lesson Overview

This lesson plan provides a general outline and tips to teach the Hour of Code using BloxMob Mobile App Building Platform. Build YOUR App in an hour.

Lesson Summary

DURATION: 25 - 50 mins

Getting Started: 5-10 mins)

- Introduce the activity
- Direct student to the activity

Activity: (15 - 30 mins)

- Facilitate and support students to complete the tutorial

Wrap-up: (5-10 mins)

- Debrief and close

Audience

For use with learners of any age who are interested in computers and mobile apps.

Learning Objectives

By participating in this lesson, participants will be challenged with:

- Design, UX/UI and critical thinking
- Problem solving
- Computing and managing their environment of smartphones and mobile apps
- Systems thinking and audience requirements

Materials, Resources and Preparation

- To be done on a computer – personal or shared. You may want to make sure students close their browser and save anything they want before the next class.
- You always want to refresh the activity directly so students start at the beginning - https://hourofcode.com/bloxmobapp
- Students may want to have their phone handy to download their app from iOS or Android stores after completion by downloading the BloxMob app from the store.
- Print certificates before hand out at the end.
- Student engagement: 15-25 per facilitator, no prior skill necessary.

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Getting Started (5-10 mins)

Kick off your Hour of Code by inspiring students & discussing how computer science impacts every part of our lives. OPTIONAL: You could show the video *"Anybody Can Learn."*

- Explain ways Apps impacts our lives, with examples both boys & girls will care about
  - Apps are used for scheduling, gaming, chatting, creating how to guides, maps and meetups, sharing information and rating or commenting on images, videos, or stories. Apps can solve existing problems in our daily lives.

- Ask them what apps they have on their phone? How might those apps be better or improved for them? What apps do they wish existed that don't if any?

- Explain that learning computer science is more than learning to code in a computer language, it's about learning how computers and software are changing everything
  - A big part of technology is enabling people and enabling them to be creators of the things they see and want.
  - Being a maker, a creator is important for everyone.

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This activity is computer browser based. For best performance we recommend Chrome.

Write the activity link on a whiteboard: https://hourofcode.com/bloxmobapp
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Activity (15-30 mins)

When your students come across difficulties
Sometimes a refresh and reloading the browser page can be useful.
It's okay to respond:

- "I don't know. Let's figure this out together."
- "Technology doesn't always work out the way we want."

What to do if a student finishes early?

- Students can explore other building ideas and tools on the site
- There are videos under the "Blox Tools" tab for Blox Info and App Recipes that become visible after they finish. Top of screen to the right side.
- Or, ask students who finish early to help other classmates.

Wrap-Up (5-10 mins)

- Debrief the activity.
- Celebrate and pass out certificates and stickers.
- Share photos and videos of your Hour of Code event on social media. Use #HourOfCode, #BloxMobHOC, @codeorg, @bloxmob