Olds MUNICIPAL Library

in partnership with

École Deer Meadow School Library

Kids Coding

Easy Programs Anyone Can Do!

Google CS First

Ceima Kemaldean, OML | Shawna Cevraini EDMS

Why Coding &
What They're Actually Learning

Getting Started with Google CS First

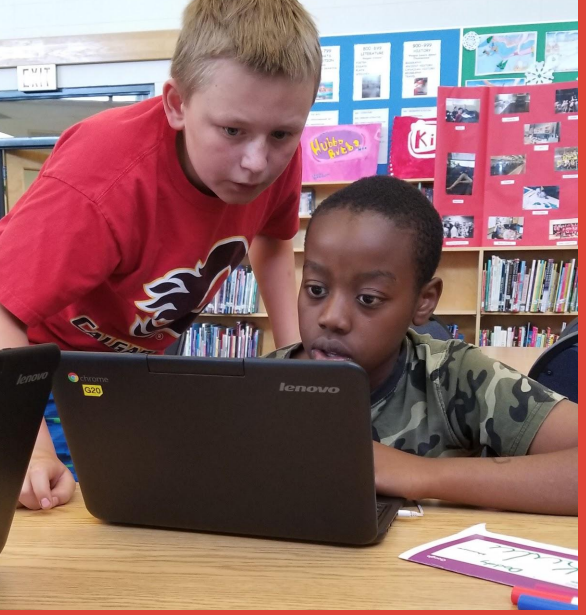
Collaboration

For Your Consideration

Why Coding
&
What They’re Actually Learning

Why is coding the answer?
What problem are we trying to solve?

Don’t teach kids how to code.



Teach kids how to:

- Think Logically
  - Problem Solving
  - Consequences; if I do this, that will happen
  - I have this problem, and these tools to solve it
- Communicate
  - With computers (using code)
  - With peers
- Be Efficient
  - How to simplify tasks using the tools available

They will develop:

- Literacy Skills
  - All code needs an attention to detail and spelling
- Resilience, Confidence, & Empowerment
- Team Building Skills
  - Learning to communicate with your peers, and knowing when to ask for help.

Getting Started with Google CS First

What is computer science?

Computer Science is the study of computers and algorithmic processes, including their principles, their hardware and software design, their applications, and their impact on society.

- Association for Computing Machinery

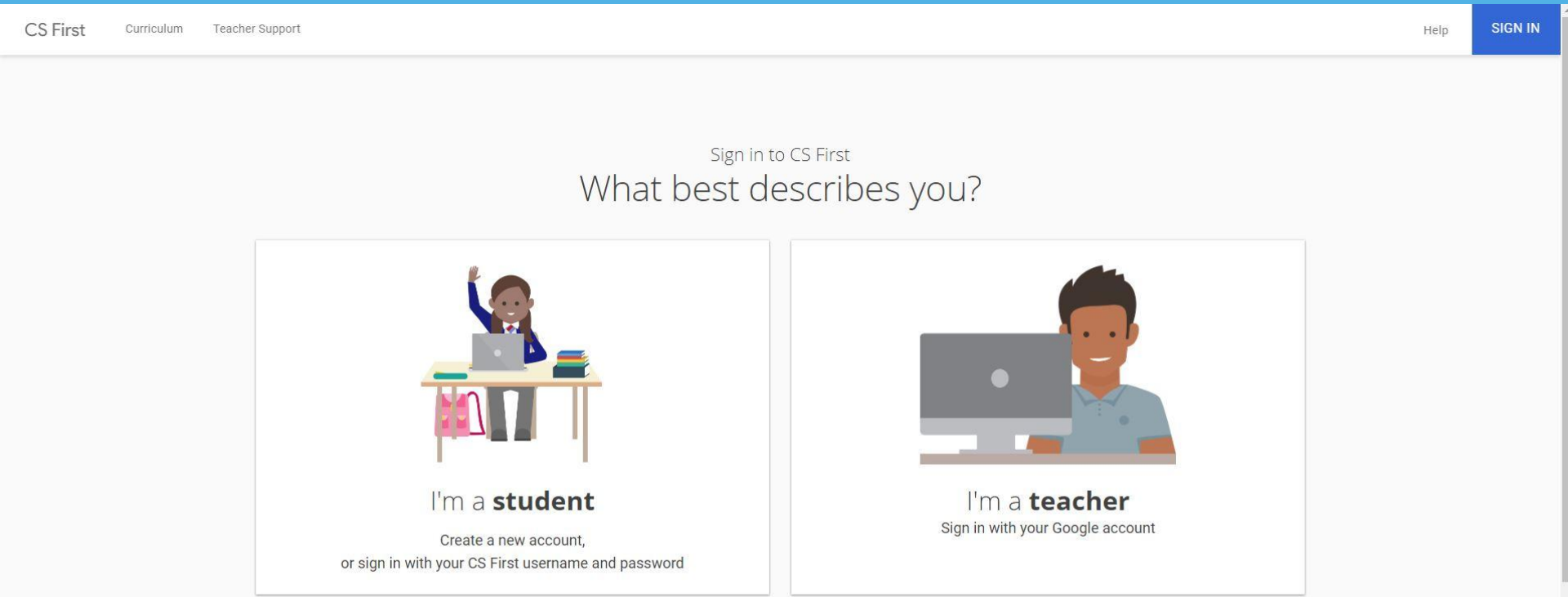
or

Creating programs and solving problems using a computer.

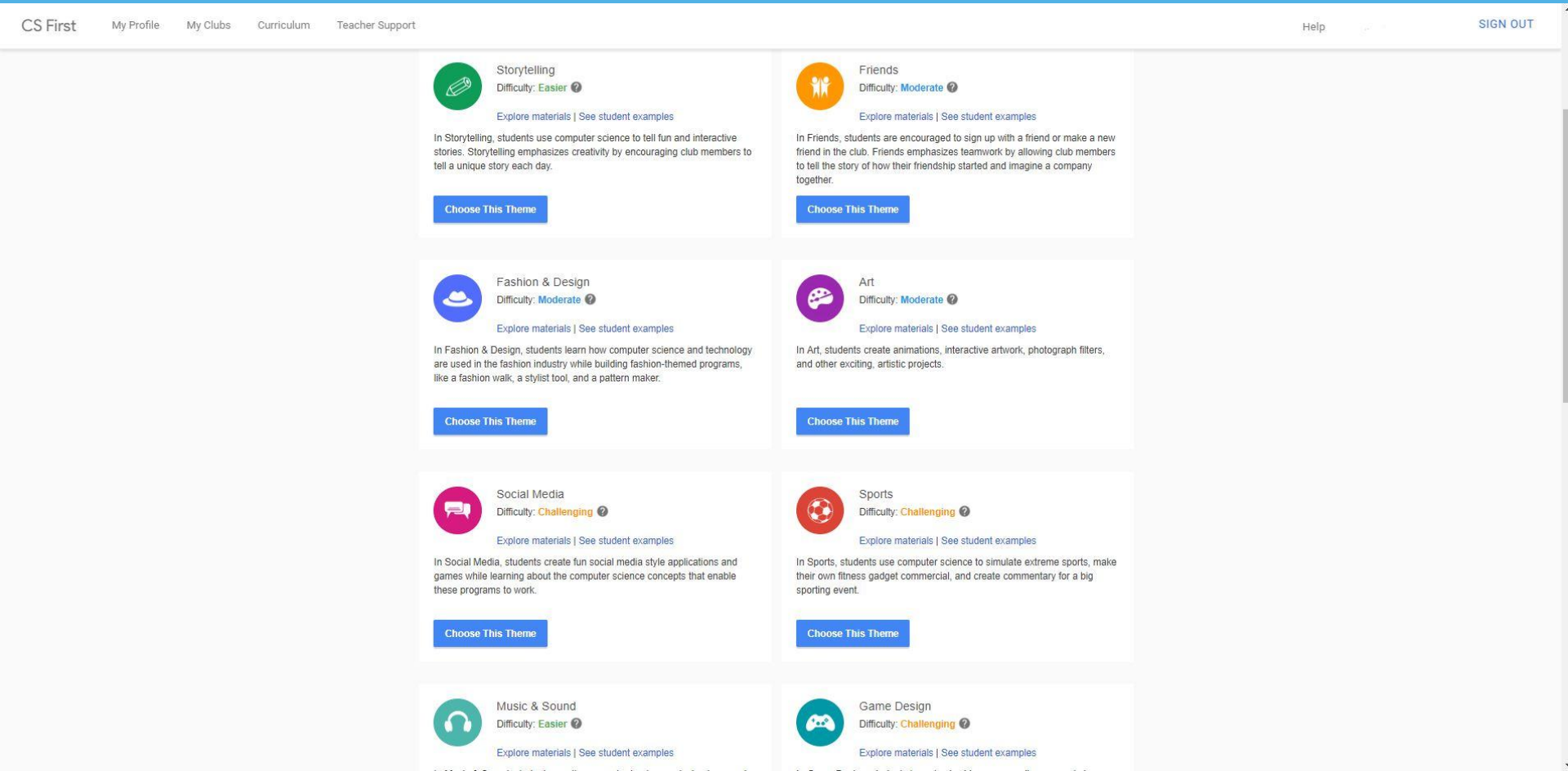
- Google CS First,
Lesson Plan Booklet, Activity 1

1. Setting up your account
2. Selecting a theme
3. Prepping your supplies
4. Prepping your classroom
5. CS First & Scratch account setup

1. Setting up your account



2. Selecting a theme



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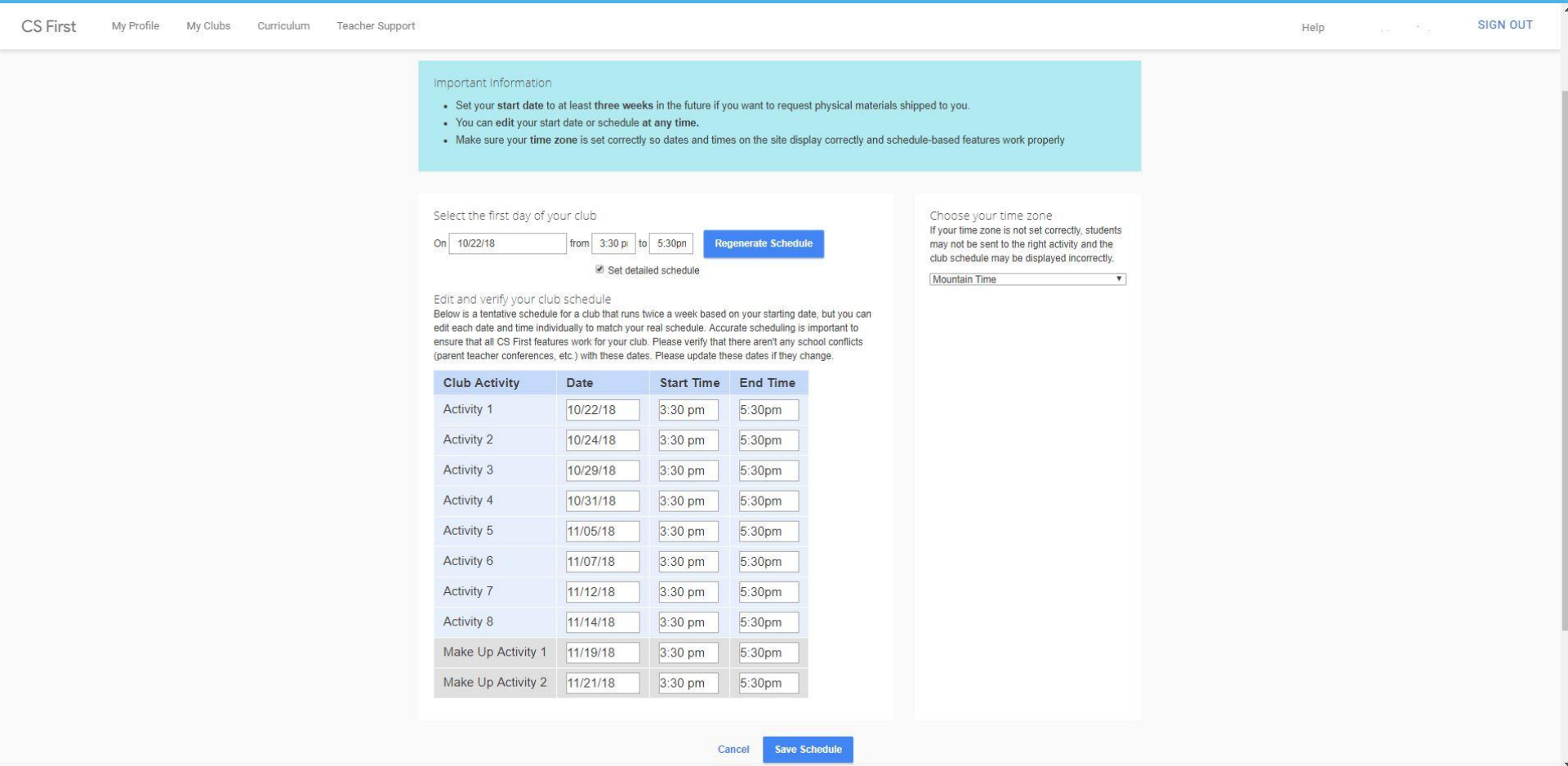
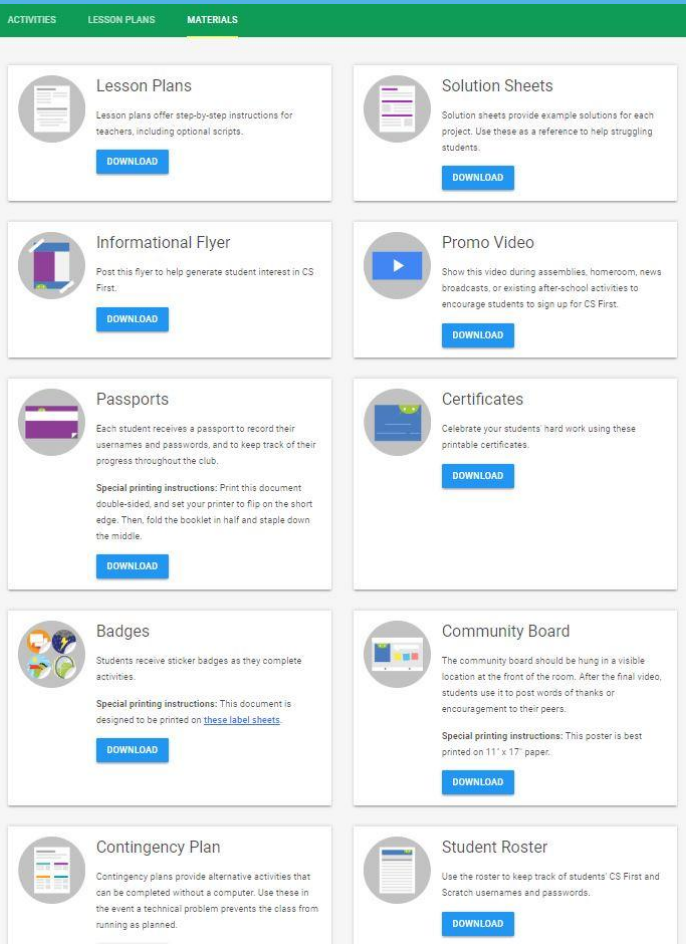


3. Prepping your supplies



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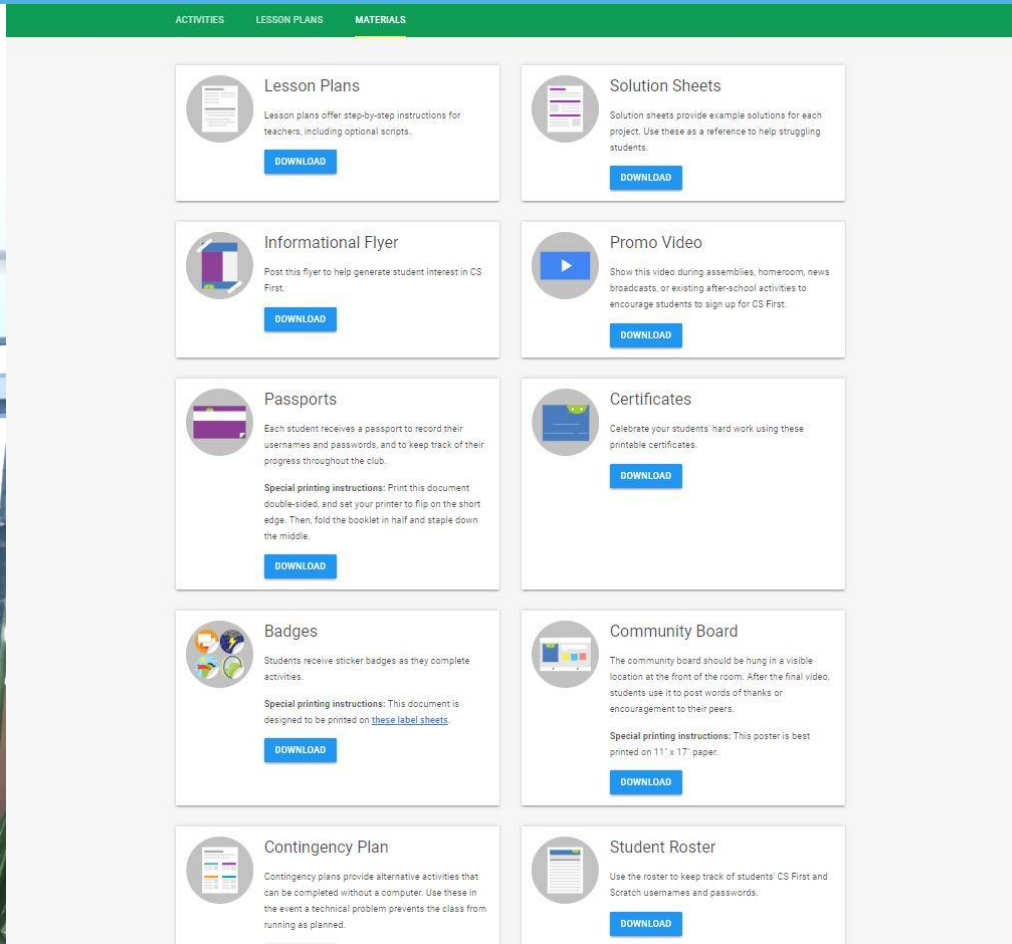

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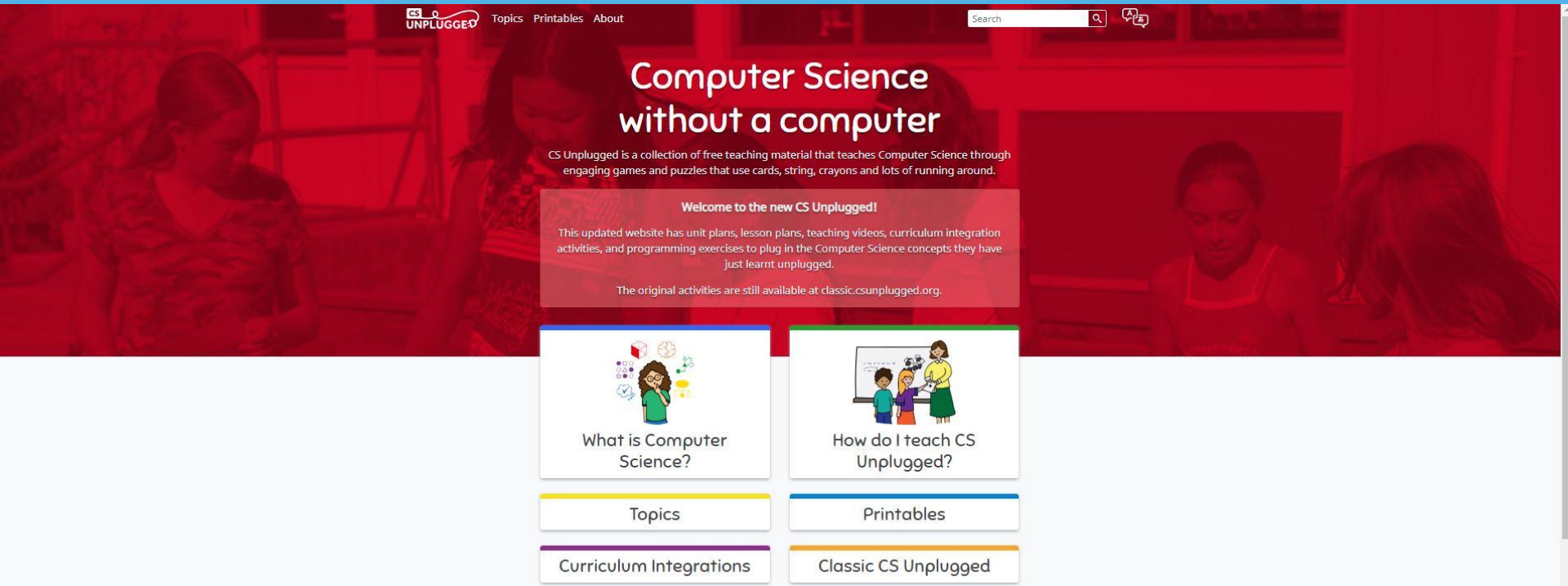
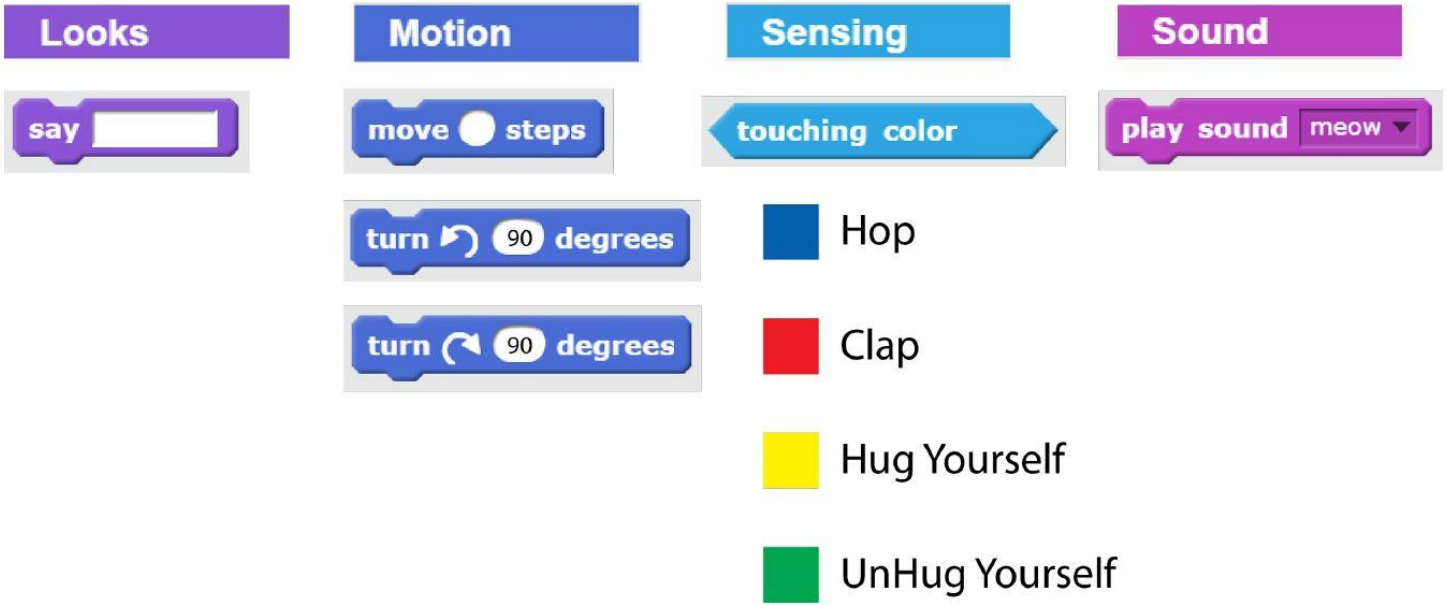


UC COMPUTER SCIENCE EDUCATION Google Microsoft

3. Prepping your supplies

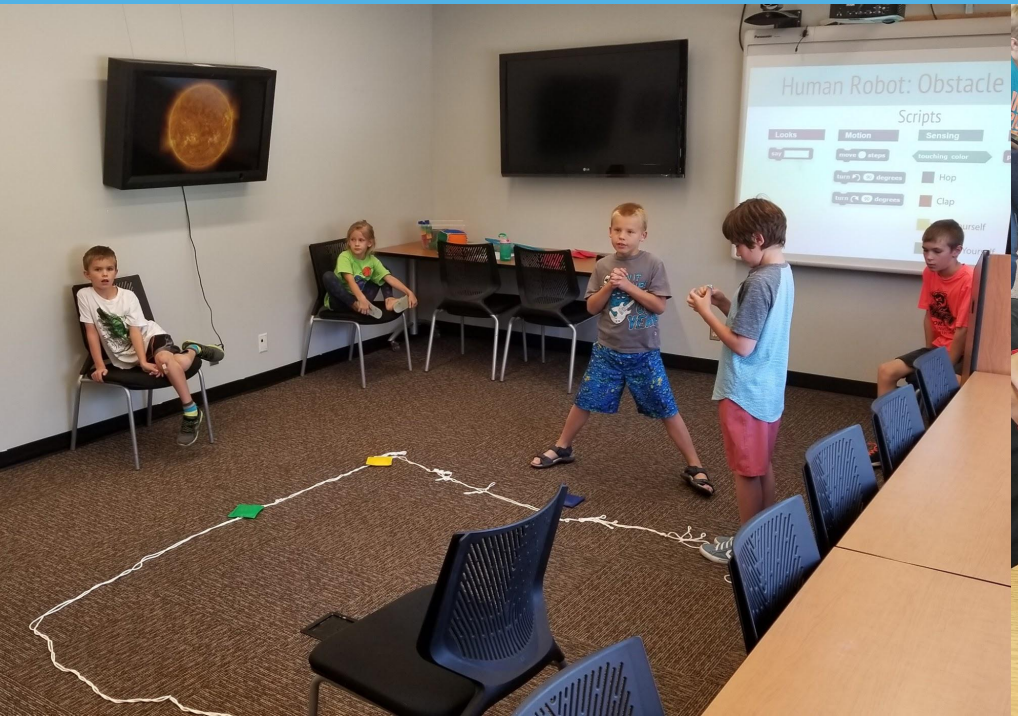
Human Robot: Obstacle Course

Scripts



3. Prepping your supplies

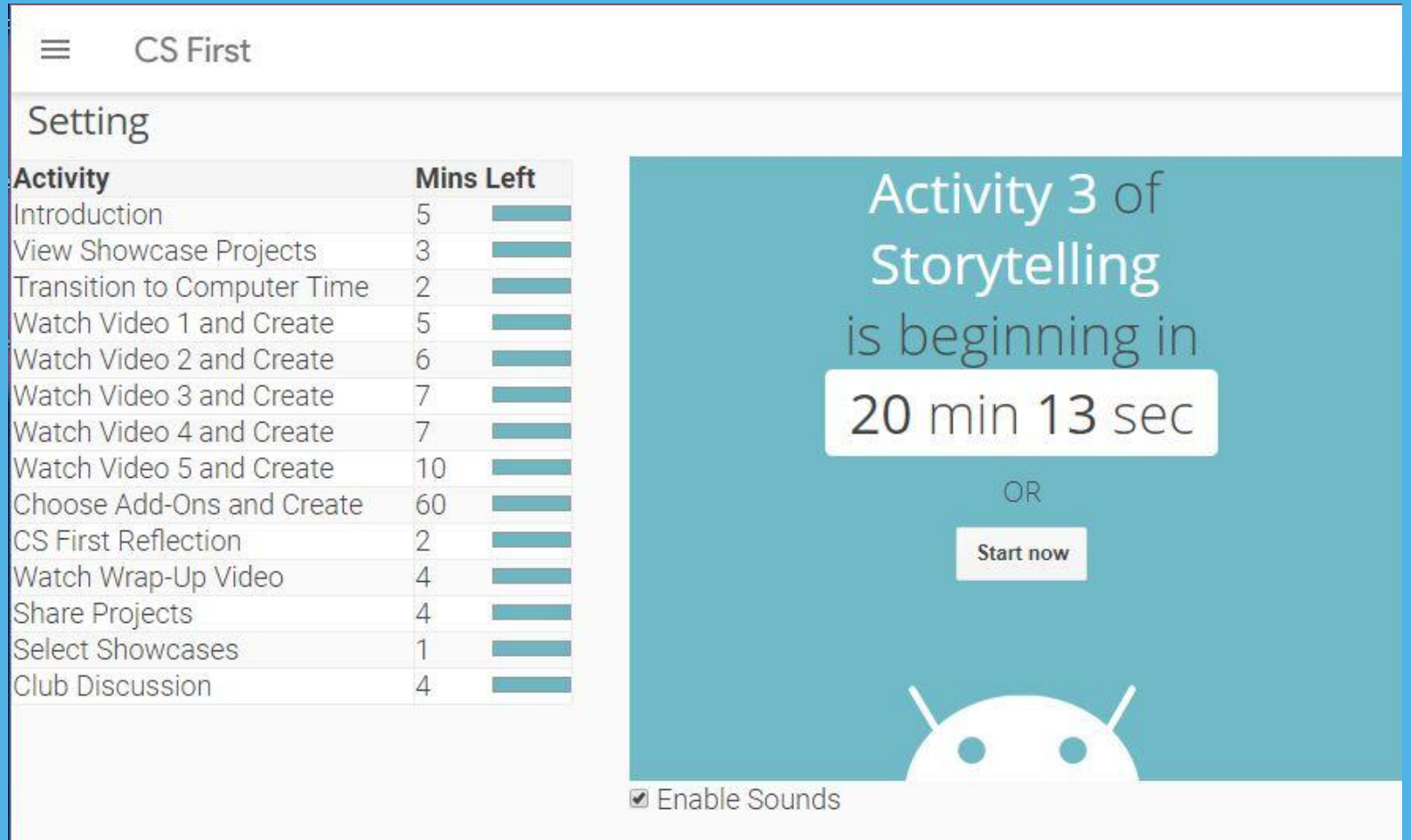
Contingency Plan activities:



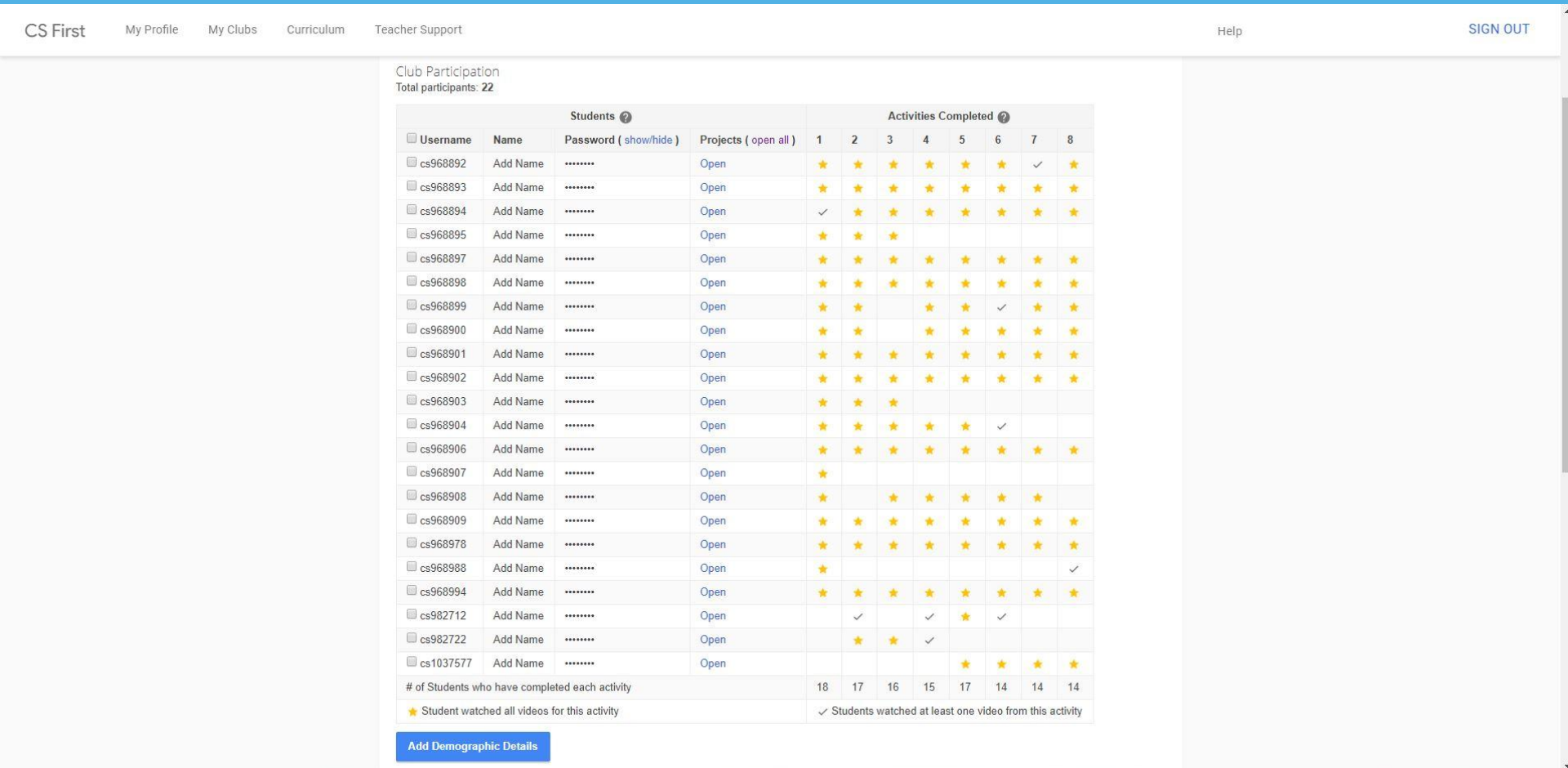
4. Prepping your classroom

- Extra passports for extra students
- Lesson Plans and Solution Sheets
- Books on coding, Scratch, and other fiction and nonfiction books from your library
- Club Roster sheet
- Community Board poster
- Something to display Agenda Timer, and Showcase
- Square sticky notepads (multiple)
- Markers
- Contingency Plan supplies
- Have the Club Code written somewhere highly visible
- Have Google CS First sign up page ready
    - Search "Google CS First" in Google, then “SIGN IN”

4. Prepping your classroom - Agenda Timer



4. Prepping your classroom - Student Stats



CS First | My Profile | My Clubs | Curriculum | Teacher Support | Help | SIGN OUT

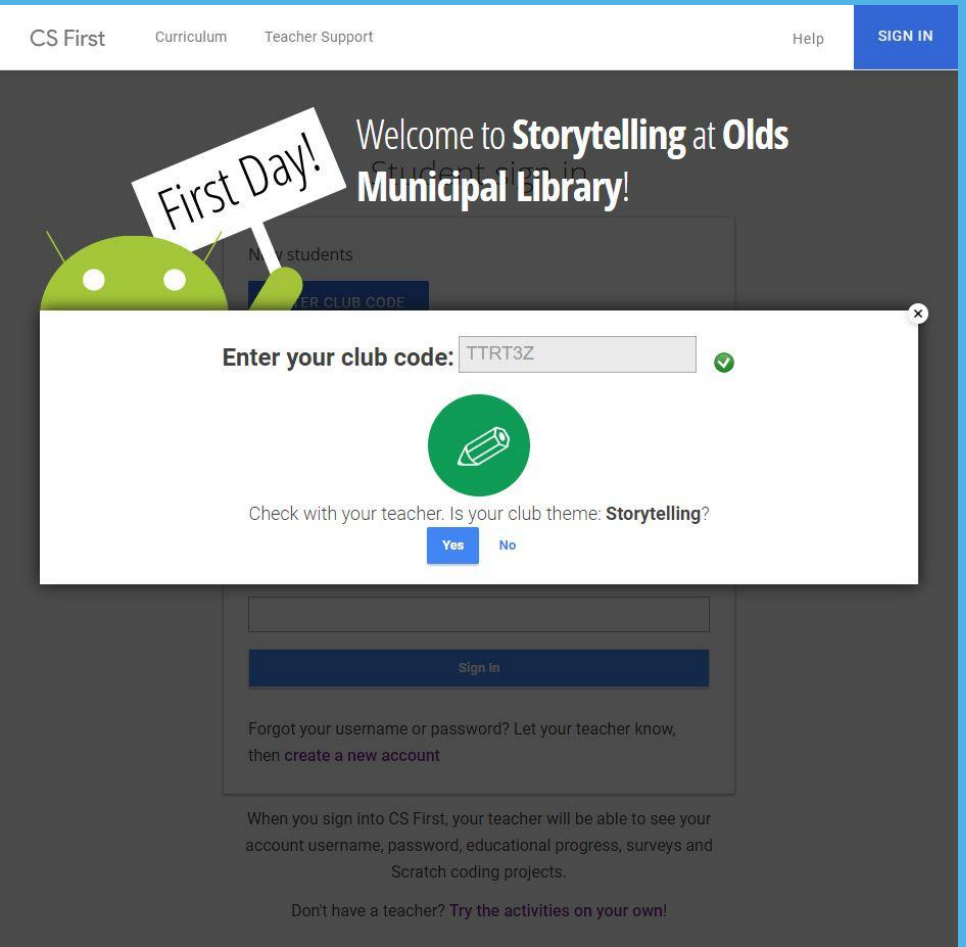
Club Participation
Total participants: **22**

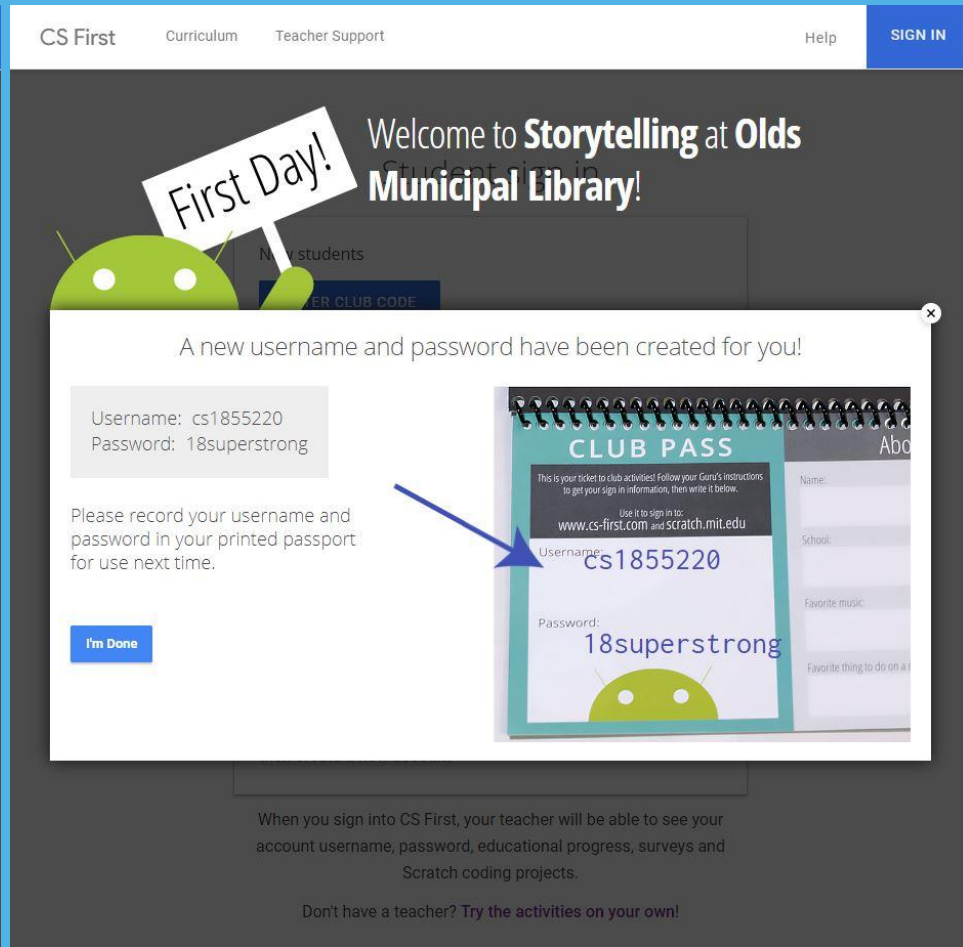
Students				Activities Completed							
Username	Name	Password (show/hide)	Projects (open all)	1	2	3	4	5	6	7	8
cs968892	Add Name	•••••••••	Open	★	★	★	★	★	★	✓	★
cs968893	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968894	Add Name	•••••••••	Open	✓	★	★	★	★	★	★	★
cs968895	Add Name	•••••••••	Open	★	★	★					
cs968897	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968898	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968899	Add Name	•••••••••	Open	★	★		★	★	✓	★	★
cs968900	Add Name	•••••••••	Open	★	★		★	★	★	★	★
cs968901	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968902	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968903	Add Name	•••••••••	Open	★	★	★					
cs968904	Add Name	•••••••••	Open	★	★	★	★	★	✓		
cs968906	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968907	Add Name	•••••••••	Open	★							
cs968908	Add Name	•••••••••	Open	★		★	★	★	★	★	
cs968909	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968978	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs968988	Add Name	•••••••••	Open	★							✓
cs968994	Add Name	•••••••••	Open	★	★	★	★	★	★	★	★
cs982712	Add Name	•••••••••	Open		✓		✓	★	✓		
cs982722	Add Name	•••••••••	Open		★	★	✓				
cs1037577	Add Name	•••••••••	Open					★	★	★	★
# of Students who have completed each activity				18	17	16	15	17	14	14	14

★ Student watched all videos for this activity
✓ Students watched at least one video from this activity

Add Demographic Details

5. CS First & Scratch account setup





Collaboration

Your Library Benefits

- Students are already there
- Posters and announcements all over the school
- Schools might have their own Chromebooks/computers
- Opportunity to promote other library programming
- Exposure to library facility and resources
- Reaffirming the public library in kids' lives
    - Connection to kids that have never visited the library
- Avoid redundant programming
- Familiarity to library staff

School Benefits

- Want to provide more tech programming, but not enough resources:
  - Expertise
  - Staffing
  - Time (can’t fit in curriculum)

- Fits in with Learning Commons vision:
  - *Learning commons promote global and cultural understanding as students collaborate with their local and broader community to investigate and create solutions to complex problems*

  - *Learning commons emphasize active and collaborative engagement and encourage the co-creation of knowledge by all learners*

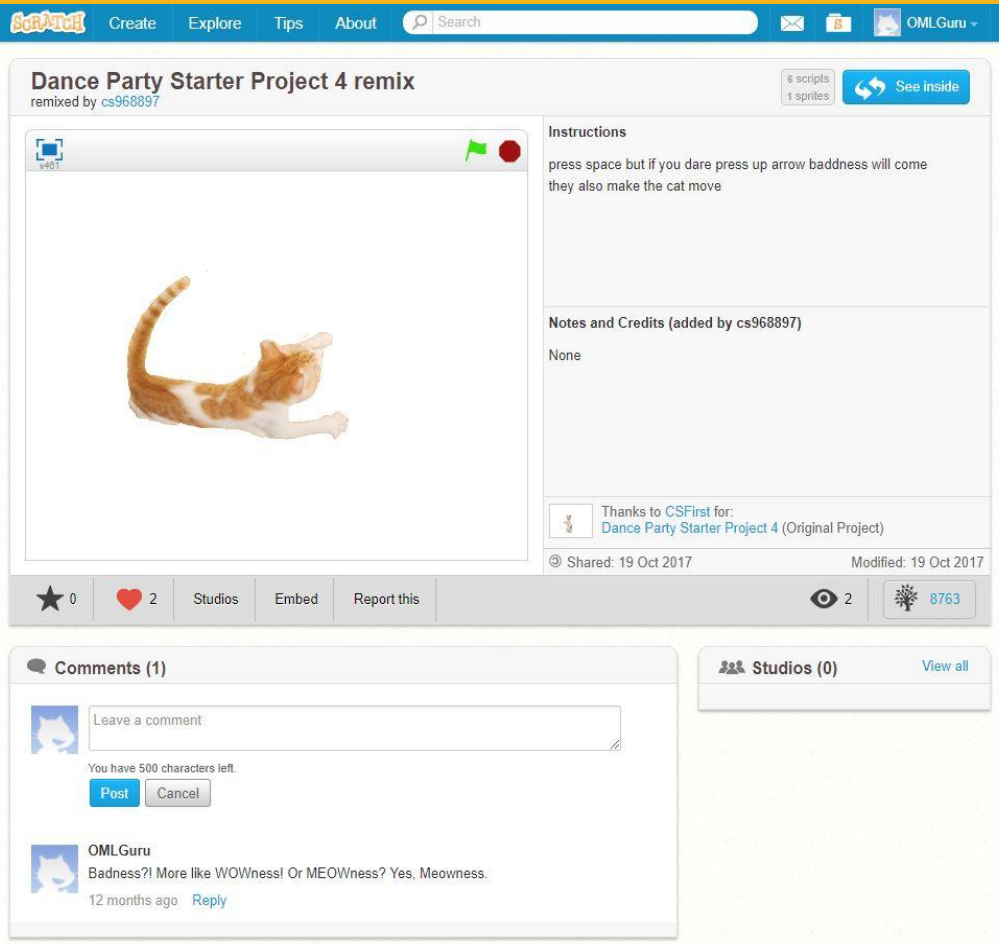
https://education.alberta.ca/learning-commons/learning-commons/

For Your Consideration

- Timing is key
  - School holidays
  - Other school clubs
- Space availability
  - Do you have a designated area?
  - Is it a shared space?

- Layout
  - Are desks in groups or rows?

- Comment and interact on Scratch projects



- Hanger
  - Suggest kids bring a snack to eat before club starts
- Hyper
  - Kids can play games/watch YouTube before club starts

The Students you'll encounter:

- The Engrossed
- The Social Butterfly
- The Perfectionist
- The Showboat
- The Rogue
- The Binge Watchers
- The No-Shows
- The Jump-Ship
- The Late to the Party
- The Outsider

More Free Coding Resources

Canada Learning Code

Federally Registered Charitable Organisation

- #GirlsLearningCode
- #KidsLearningCode
- #LadiesLearningCode
- #TeachersLearningCode
- #TeensLearningCode
- Code Mobile

Google For Education

K12 Solutions

Higher Ed Solutions

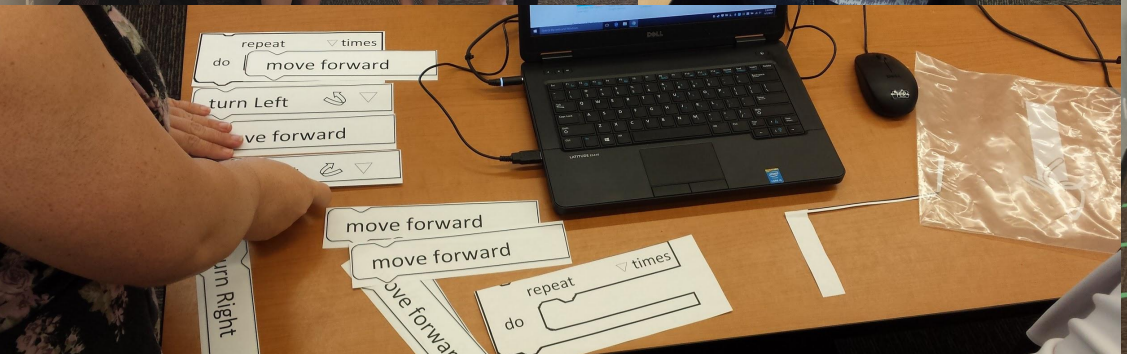
CS UNPLUGGED

Project by the Computer Science Education Research Group at the University of Canterbury, New Zealand.

CONGRATULATIONS
Andy
CONGRATULATIONS
Nancy
CONGRATULATIONS
Stefanus

CONGRATULATIONS
CONGRATULATIONS
CONGRATULATIONS

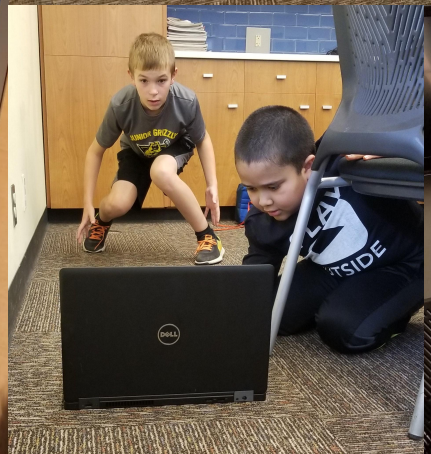
CONGRATULATIO
Tammy
canada learning code

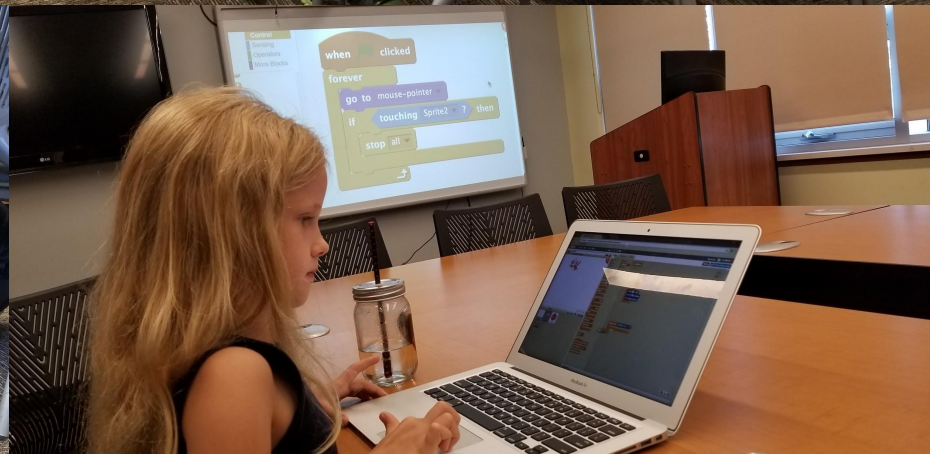

repeat
times
do
move forward
turn Left
move forward
move forward
repeat
times
do

code
MOBILE
Canada
Library

code
MOBILE
Financé par:
Funded by:
Canada
codemobile.ca

TODAY'S PROJECT
WE'RE CREATING DIGITAL GAMES USING SCRATCH
Book a visit! Invitez-nous!
codemobile.ca
TIMBIT




when clicked
forever
go to mouse-pointer
if touching Sprite2 ? then
stop all

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Thank You!

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