

## **Enrich: Computer Science in Education: Hour of Code Activities**

1. What is computer science?
2. What is “code”?

### **Hour of Code:**

- **You must have and use earbuds to participate in these activities!**
- **ALL Digital Citizenship expectations are in force.**
- **Do not disclose any personal information, including your name, email address, school or location.**
- **Chrome** is the preferred browser for these activities.
- **Although some of the activities reference tablets and phones, you may only use your computer to participate in these activities during the school day.**

### **Write your first computer program**

- Learn the basic concepts of Computer Science with drag and drop programming.
- This is a game-like, self-directed tutorial starring video lectures by Bill Gates, Mark Zuckerberg, Angry Birds and Plants vs. Zombies.
- Learn repeat-loops, conditionals, and basic algorithms.

### **Code with Anna and Elsa**

- Use code to join Anna and Elsa as they explore the magic and beauty of ice.
- You will create snowflakes and patterns as you ice-skate.

### **Make a Flappy game**

- Use drag-and-drop programming to make your own Flappy Bird game.
- Customize it to look different (Flappy Shark, Flappy Santa, etc.).

### **Lightbot**

- Guide Lightbot to light up all the blue tiles!
- Lightbot is a puzzle game that uses programming game mechanics to let players gain a practical understanding of basic coding.
- Learn to sequence instructions, write procedures, and utilize loops to solve levels.

### **Code Combat**

- Learn to code by playing a game.
- Defeat ogres to learn Python or JavaScript in this epic programming game.

### **Code Using Java Script**

- Start with Intro to Drawing video.
- Complete the challenges including the final project--your own wild animal drawing!
- Cheat Sheet and graph paper available.