B V RAJU COLLEGE

VISHNUPUR::BHIMAVARAM

DEPARTMENT OF COMPUTER SCIENCE

HAPPY COMPUTING ZPOH SCHOOL VEMPA

Code.org® is an education innovation nonprofit dedicated to the vision that every student in every school has the opportunity to learn computer science as part of their core K-12 education. We expand access to computer science in schools, with a focus on increasing participation by young women and students from other underrepresented groups. Code.org is supported by generous donors including Microsoft, Amazon, Google and many others.

URL: https://studio.code.org

COURSE-A

Course A offers a computer science curriculum for beginning readers, including Kindergarten students. Students will learn to program using commands like loops and events. The lessons featured in this course also teach students to meaningfully collaborate with others, investigate different problem-solving techniques, persist in the face of challenging tasks, and learn about internet safety.

COURSE CONTENTS

Lesson 1: Safety in My Online Neighborhood

Lesson 2: Learn to Drag and Drop

Lesson 3: Happy Maps

Lesson 4: Sequencing with Scrat

Lesson 5: Programming with Scrat

Lesson 6: Programming with Rey and BB-8

Lesson 7: Happy Loops

Lesson 8: Loops with Scrat

Lesson 9: Loops with Laurel

Lesson 10: Ocean Scene with Loops

Lesson 11: The Big Event Jr.

Lesson 12: Mini-Project: On the Move with Play Lab

Lesson 13: End of Course Project

COURSE OVERVIEW

▼ Digital Citizenship

▼ Lesson 1: Safety in My Online Neighborhood



This lesson was originally created by Common Sense Education. Learn more.

The power of the internet allows students to experience and visit places they might not be able to see in person. But, just like traveling in the real world, it's important to be safe when traveling online. On this virtual field trip, kids can practice staying safe on online adventures.

Unplugged Activity

My Online Neighborhood

▼ Lesson 2: Learn to Drag and Drop

This skill-building lesson will give students an idea of what to expect when they head to the computer lab. It begins with a brief discussion introducing them to computer lab manners, then they will progress into using a computer to complete online puzzles.

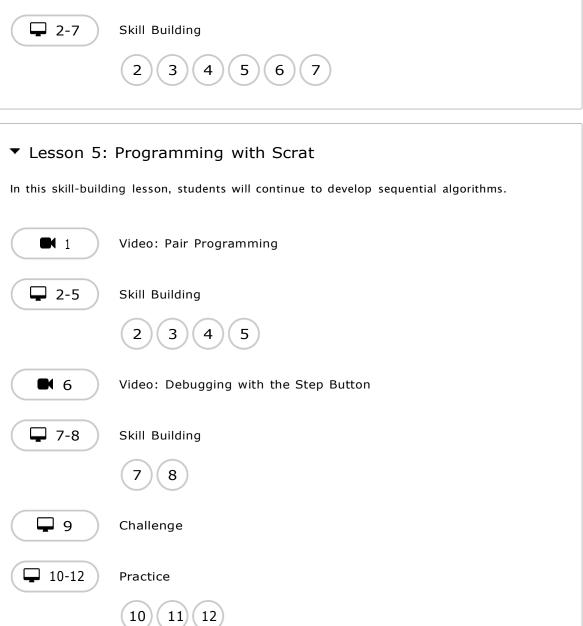
- 1-12

Skill Building

1 2 3 4 5 6 7 8 9 10 11 12

▼ Sequencing

▼ Lesson 3: Happy Maps This context-setting lesson brings together teams with a simple task: get the "flurb" to the fruit. Students will practice writing precise instructions as they work to translate instructions into the symbols provided. Video: Happy Maps - Unplugged Activity Unplugged Activity ▼ Lesson 4: Sequencing with Scrat In this skill-building lesson, students will develop sequential algorithms to move a squirrel character from one side of a maze to the acorn at the other side. To do this they will stack code blocks together in a linear sequence. **1** Video: Programming with Blocks **🖵** 2-7 Skill Building 5 ▼ Lesson 5: Programming with Scrat



T Lesson 6: Programming with Rey and BB-8 In this skill-building lesson, students will use their newfound programming skills in more complicated ways to navigate a tricky course with BB-8. ■ 1 Video: Programming with Rey and BB-8 ■ 2-8 Skill Building 2 3 4 5 6 7 8 ■ 9 Challenge ■ 10-12 Practice 10 11 12

▼ Loops

▼ Lesson 7: Happy Loops

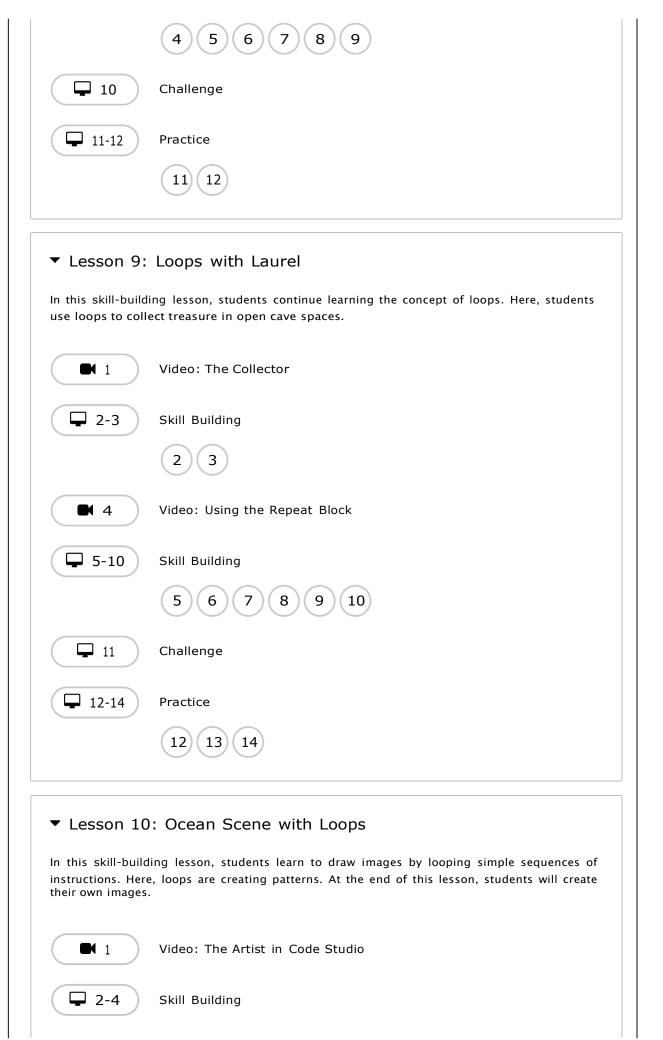
This context-setting lesson revisits Happy Maps. This time, students will use loops to solve bigger, longer puzzles with their code.

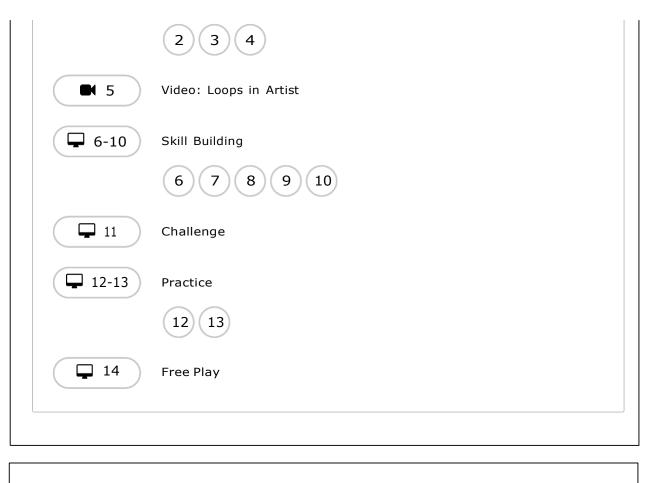
This lesson contains no levels.

▼ Lesson 8: Loops with Scrat

In this skill-building lesson, students will practice loops in programming puzzles where the goal is to help the squirrel reach the acorn.







▼ Events

▼ Lesson 11: The Big Event Jr.

In this context-setting lesson, the class will experience the concept of events through a game where they move or shout when you press buttons on a giant remote.

Unplugged Activity

The Big Event - Unplugged Activity

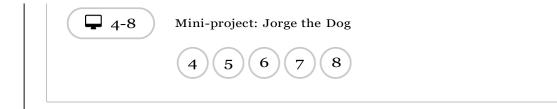
▼ Lesson 12: Mini-Project: On the Move with Play Lab

In this mini-project, students will use events in Play Lab and apply all of the coding skills they've learned to create an animated game. It's time to get creative and make a story in the Play Lab!

■ 1 Video: Introduction to Play Lab

🖵 2) Free Play

🖵 3 Practice



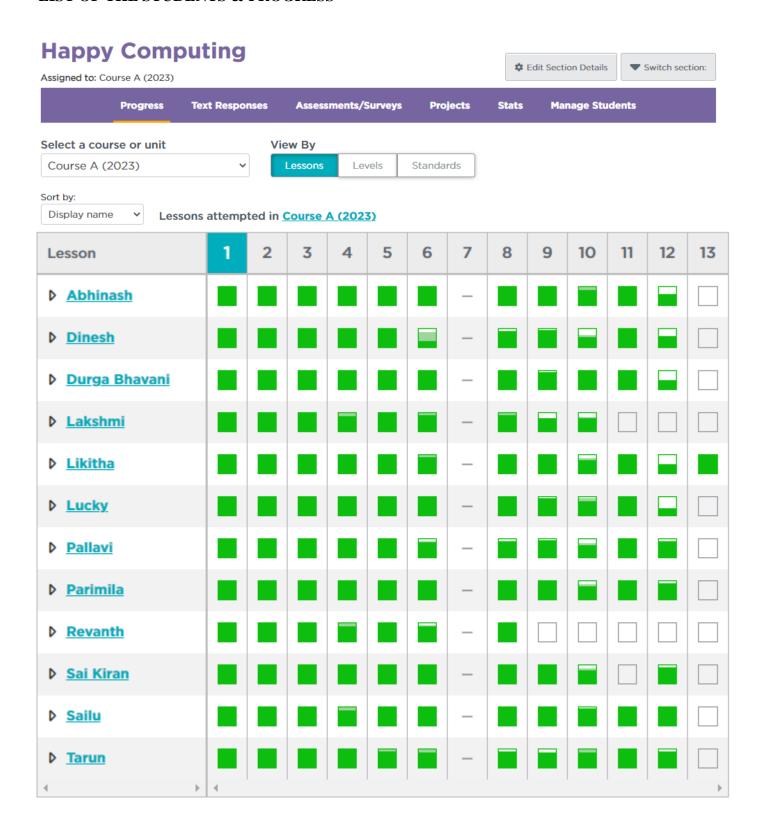
▼ End of Course Project

▼ Lesson 13: End of Course Project

In this project lesson, students apply what they have learned about sequencing and loops with the Artist.



LIST OF THE STUDENTS & PROGRESS



Happy Computing Day-2

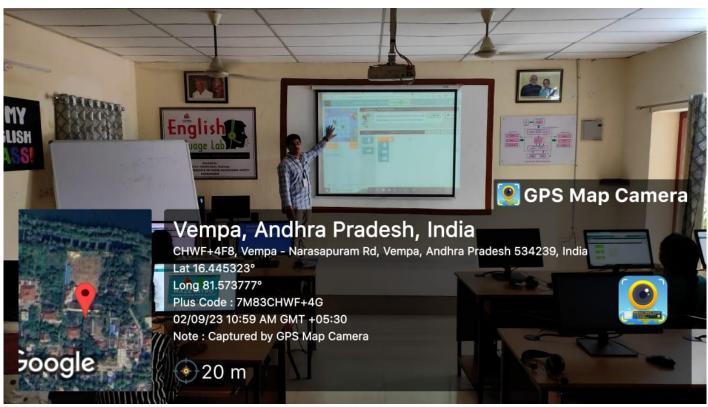


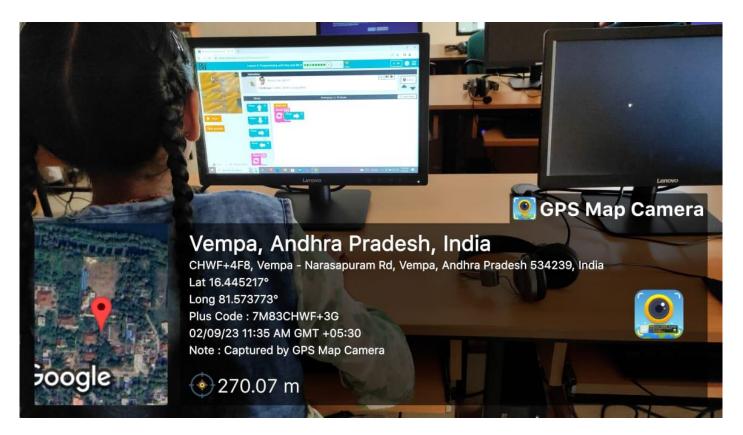
Course A (2023) Lessons Levels Standards Sort by:

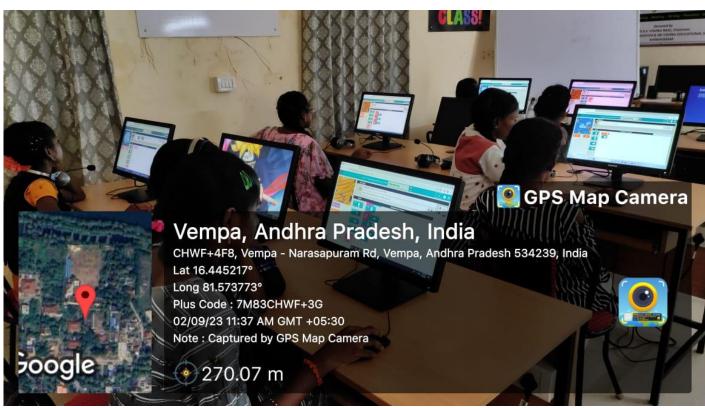
Display name Lessons attempted in Course A (2023) 8 9 10 11 12 Lesson 2 3 4 5 6 13 **B. Sujatha** D Ch. Nithya Jyothi D G. Naga Lakshmi K. Geethamadhuri K. Kavari L. Sravani M. Bhavya M. Mydhili N. Sneha N. Vineela P. Keerthi P. Praneethi T. Prasanthi

STUDENTS LEARNING & PRACTCING PHOTOS









COURSE COMPLETE MODEL CERTIFICATE

