B V RAJU COLLEGE
VISHNUPUR::BHIMAVARAM
DEPARTMENT OF COMPUTER SCIENCE
HAPPY COMPUTING
ZPOH SCHOOL VEMPA(10-08-2022 to 13-08-2022)

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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

⊘ common sense education®

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.

(Unplugged Activity)   Video: Happy Maps - 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

(2)(3)(4)(5)(6)(7)

▼ Lesson 5: Programming with Scrat

In this skill-building lesson, students will continue to develop sequential algorithms.

(◼◀ 1)   Video: Pair Programming

(🖥 2-5)   Skill Building

(2)(3)(4)(5)

(◼◀ 6)   Video: Debugging with the Step Button

(🖥 7-8)   Skill Building

(7)(8)

(🖥 9)   Challenge

(🖥 10-12)   Practice

(10)(11)(12)

▾ 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.

| 🖥 1-2 | Skill Building |

(1)(2)

| 📹 3 | Video: Ice Age Loops |

| 🖥 4-9 | Skill Building |

4 5 6 7 8 9

🖥 10   Challenge

🖥 11-12   Practice

11 12

▼ Lesson 9: Loops with Laurel

In this skill-building lesson, students continue learning the concept of loops. Here, students use loops to collect treasure in open cave spaces.

🎥 1   Video: The Collector

🖥 2-3   Skill Building

2 3

🎥 4   Video: Using the Repeat Block

🖥 5-10   Skill Building

5 6 7 8 9 10

🖥 11   Challenge

🖥 12-14   Practice

12 13 14

▼ Lesson 10: Ocean Scene with Loops

In this skill-building lesson, students learn to draw images by looping simple sequences of instructions. Here, loops are creating patterns. At the end of this lesson, students will create their own images.

🎥 1   Video: The Artist in Code Studio

🖥 2-4   Skill Building

(2) (3) (4)

▣ 5   Video: Loops in Artist

🖥 6-10   Skill Building

(6) (7) (8) (9) (10)

🖥 11   Challenge

🖥 12-13   Practice

(12) (13)

🖥 14   Free Play

▼ 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

(🖥 4-8) Mini-project: Jorge the Dog

(4) (5) (6) (7) (8)

▼ 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.

(⊹ 1) Project

LIST OF THE STUDENTS

S.No	Name of the Student
1	A.Santhi
2	Ch.Kranthi
3	Ch.Sharmila
4	D.Narasimha Swamy
5	G.Siri Priya
6	G.Vani
7	I.Lakshmi Priya
8	J.Ramya Sri
9	K.Dekshith Rama Hanuman
10	K.Durga Geethanjali
11	K.Hema Chandra Sri
12	K.Janakiram
13	K.Rudra Charan
14	K.Sandhya
15	M.Geetha Chandrika
16	N.Sharmila
17	N.Joseph Raju
18	P.Prasthuthi
19	U.Viswanandha Raju

ATTENDANCE SHEET

ATTENDANCE

S.No	Name of the Student	Day-1	Day-2	Day-3	Day-4
1	A.Santhi	P	P	P	P
2	Ch.Kranthi	P	P	P	P
3	Ch.Sharmila	P	P	P	P
4	D.Narasimha Swamy	P	P	P	P
5	G.Siri Priya	P	P	P	P
6	G.Vani	P	P	P	P
7	I.Lakshmi Priya	P	P	P	P
8	J.Ramya Sri	P	P	P	P
9	K.Dekshith Rama Hanuman	P	P	P	P
10	K.Durga Geethanjali	P	P	P	P
11	K.Hema Chandra Sri	P	P	P	P
12	K.Janakiram	P	P	P	P
13	K.Rudra Charan	P	P	P	P
14	K.Sandhya	P	P	P	P
15	M.Geetha Chandrika	P	P	P	P
16	N.Sharmila	P	P	P	P
17	N.Joseph Raju	P	P	P	P
18	P.Prasthuthi	P	P	P	P
19	U.Viswanandha Raju	P	P	P	P

STUDENTS LEARNING & PRACTCING PHOTOS

Vempa, Andhra Pradesh, India
CHWF+4F8, Vempa - Narasapuram Rd, Vempa, Andhra Pradesh
534239, India
Lat 16.445426°
Long 81.573787°
10/08/22 02:47 PM

Vempa, Andhra Pradesh, India
CHWF+4F8, Vempa - Narasapuram Rd, Vempa, Andhra Pradesh
534239, India
Lat 16.445424°
Long 81.573777°
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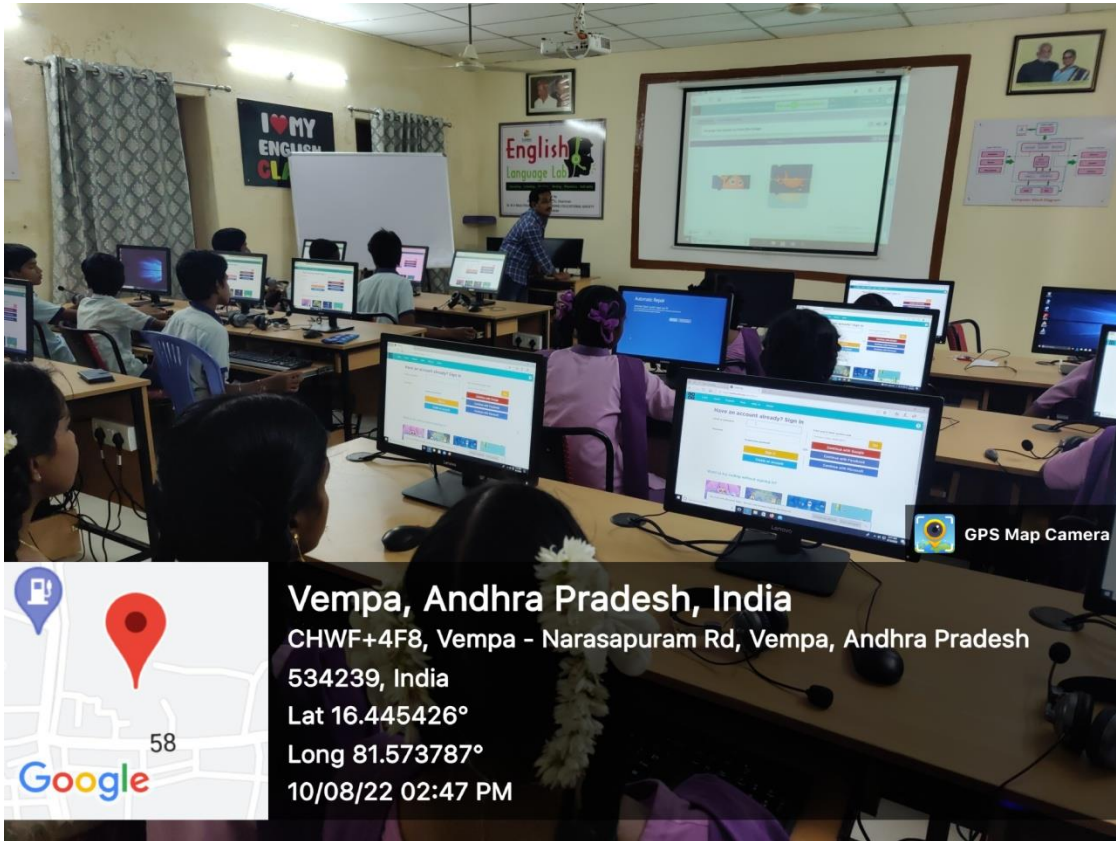
COURSE COMPLETE CERTIFICATES PERSENTATION PHOTOS

Vempa, Andhra Pradesh, India
CHWF+4F8, Vempa - Narasapuram Rd, Vempa, Andhra Pradesh
534239, India
Lat 16.445426°
Long 81.573783°
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