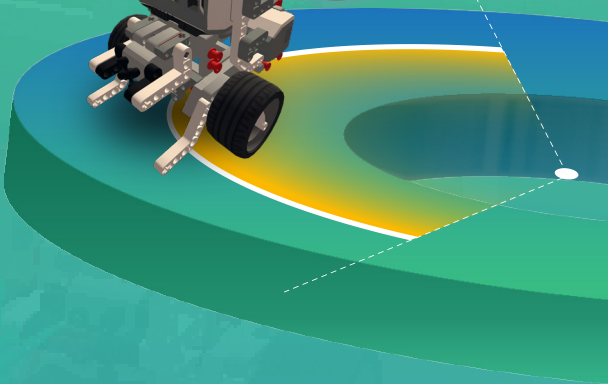# CoderZ

Code Farm

A gamified introduction to computer science

Mooove on up to the coding and robotics course that engages students in all aspects of STEM with a discovery-based approach! Targeted skill-building lessons are paired with open-ended project work, so students can apply what they've learned to a variety of challenges. Includes 'secret missions' for built-in differentiation.

Suggested for
Grades 4-6   Blockly   45-60 hours of activity

Suitable for teachers of all backgrounds | **Easy, web-based access** | **Supports social emotional learning**

Code Farm offers a broad view of CS education through a variety of lenses: Engineering Design, Algorithms & Coding, Ethics & Impacts of Tech, and more.

All lessons include clear learning objectives and assessment opportunities

STUDENT OUTCOMES:

+ Practicing debugging skills
+ Using sensors to navigate a robot
+ Using repeat loops
+ Using variables
+ Creating and collaborating on projects

***CSTA and NGSS-ETS
alignment for grades 4-5,
with extension opportunities
for middle school classrooms.**

TEACHING RESOURCES:

+ Teachers' guide
+ Guiding question for each lesson
+ Reflection questions for formative assessment
+ Quizzes for summative assessment
+ Project rubrics and exemplars
+ Slides for lesson guidance in classroom
+ Knowledge base and help desk
+ Heatmap for tracking student progress
+ Suggested solutions (for teachers)

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