CoderZ

Code Farm

A gamified intro to CS and STEM for upper elementary kids

Mooove on up to this introductory 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 challenging problems.

Suggested for
Grade 5-6

Blockly

40 hours of activity

Suitable for teachers of all backgrounds

Easy, web-based access

Encourages peer collaboration

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 guided walkthroughs with clear learning objectives.

STUDENT OUTCOMES:

- Responding to the environment
- Understanding hardware vs software
- Using iterative software development
- Practicing the use of conditional statements
- Practicing iteration/repeat loops
- Promoting accessibility and inclusion
- Respecting copyright

***CSTA and NGSS-ETS alignment for 5th grade level, with extension opportunities for middle school classrooms.**

TEACHING RESOURCES:

- Teachers' guide
- Guiding question for each lesson
- Reflection questions for formative assessments
- Quizzes for summative assessment
- Project rubrics and exemplars
- Slides for lesson guidance in classroom
- Knowledge base and help desk
- Student progression heatmap
- Suggested solutions (for teachers)

Learn More

www.GoCoderZ.com | contactus@gocoderz.com

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