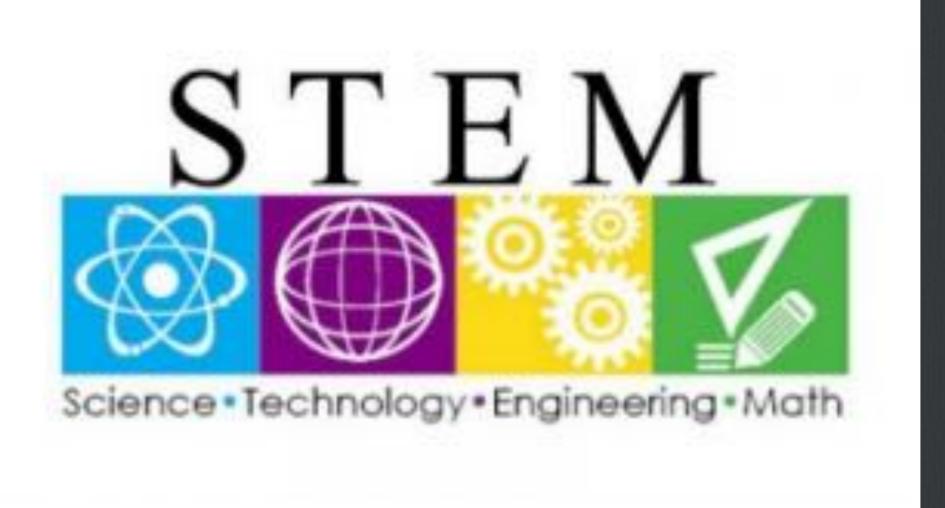
Coding K-12

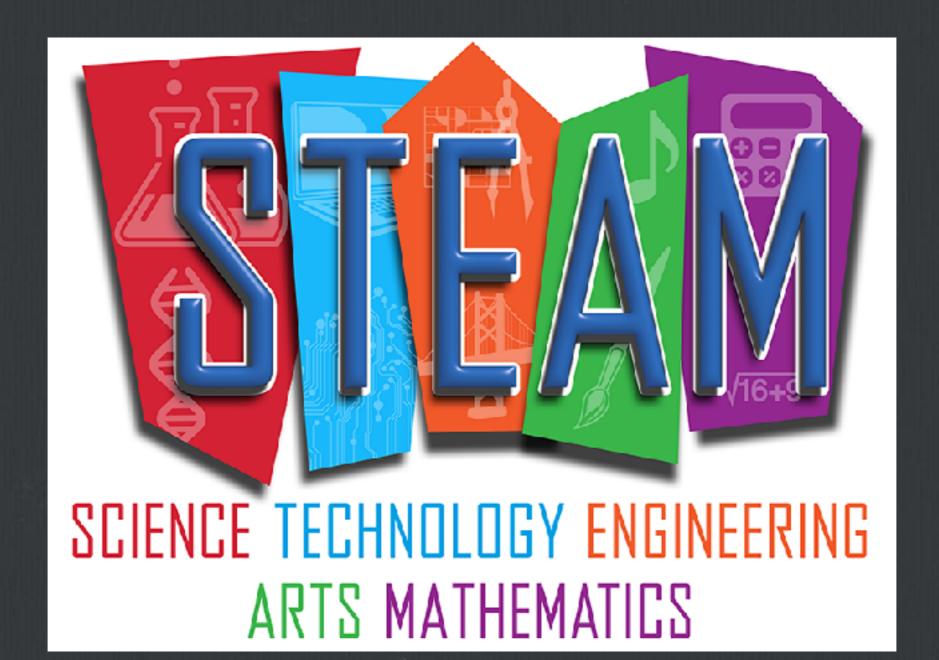
Never too young Never too old

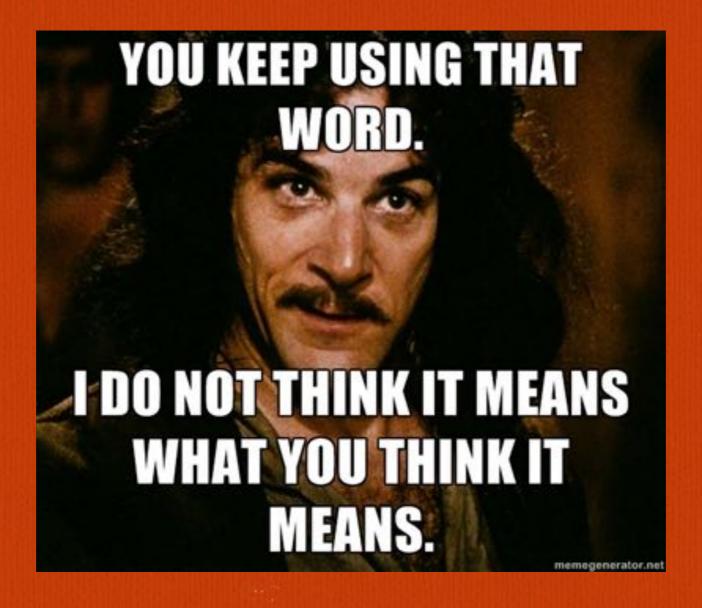
lan Landy
@technolandy
technolandy.wordpress.com

Why code?



Why code?





What it isn't

something done in basements nor computer laps



What?

how funny! Imagine getting paid to play video games....





What it is

a mindset for critically/creatively/collaboratively composing communications

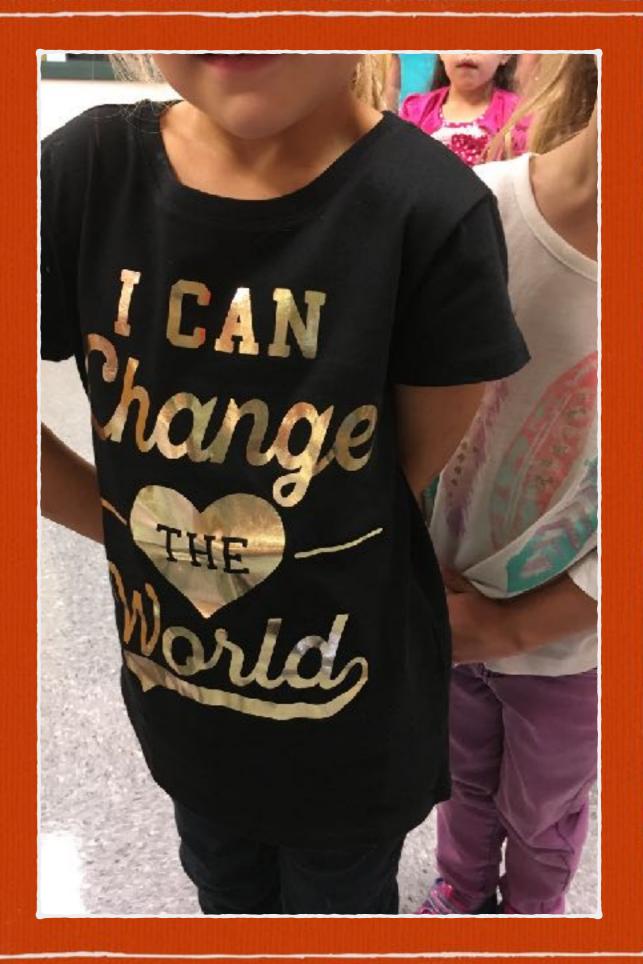
Centres Approach



- □ Time limited
- ☐ Frustration limited
- □ Delayed gratification
- ☐ Opens into "free choice"

Why K?

Too much screen time
Not independent
Too hard
Not enough devices



consuming vs vs creating

tools
vs
toys

Coding state of mind

- □ Collaboration
- □ Community
- □ Problem solving
- □ Curiosity

Gradual Guided Release of Responsibility

"Everybody in this country should learn how to program a computer... because it teaches you how to think."

-Steve Jobs



1:1ish

1 station per student scaleable

stations from this week



crossy road

to learn that fails happen and you can learn from your mistakes (and that technology disruptions happen in many places)



graffiti

to learn others may (and should) write over top of yours, change your work, invade your "whiteboard space" and that's okay (and erasable too)



lego architecture

white noise & ocd-ish identifier



garageband

zone of frustration & way to connect pieces together



kinetic sand

self-regulation tools are essential when coding (frustration happens....but shouldn't stick)

other selfregulation centers for exploration

magnets
puzzle
putty
blocks
quiet vs loud





keva planks

building possibilities free play or challenge activities



snap circuits

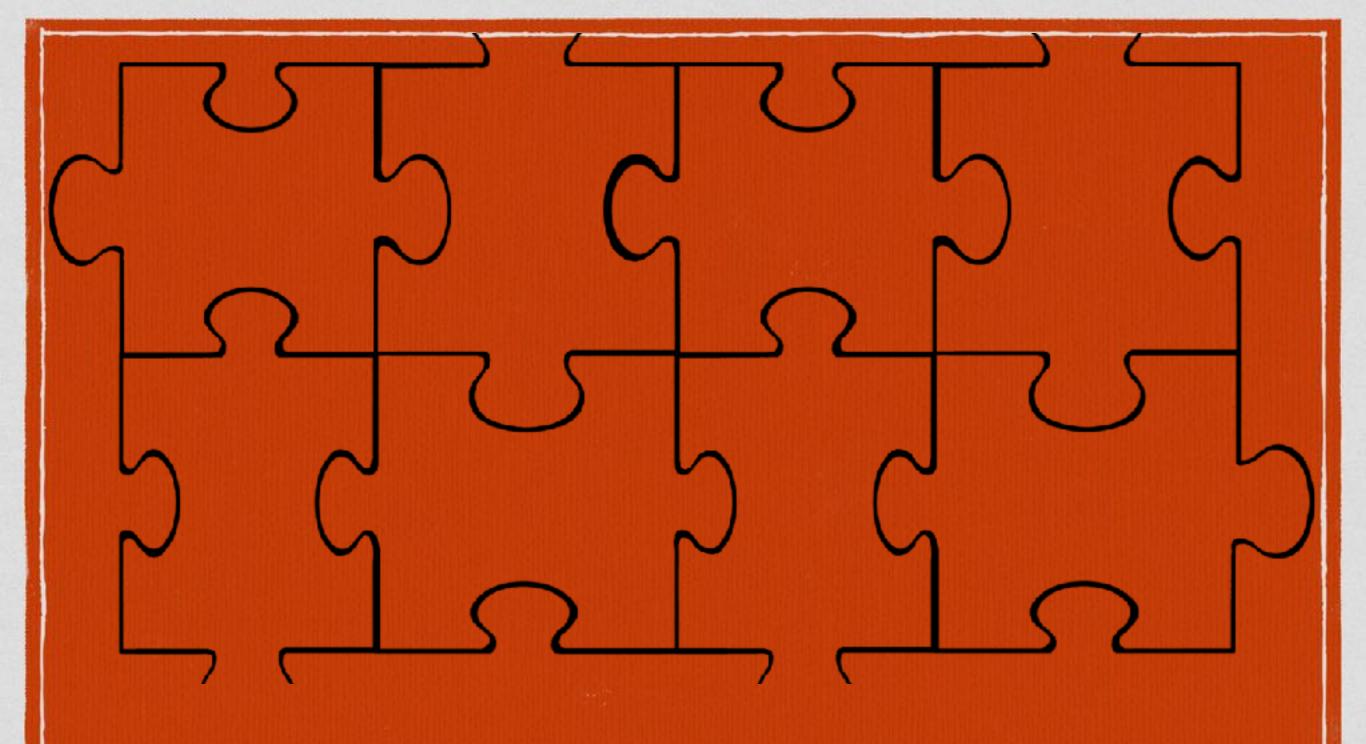
seeing how one set of tools can lead to many end-products





sprk & BB8

intro to robotics



puzzles

thinking activites (patterns & systems) plus: make your own



lego (maze or others)

lego mindsets place a base board on a wall.....

1. START WITH A CIRCUIT



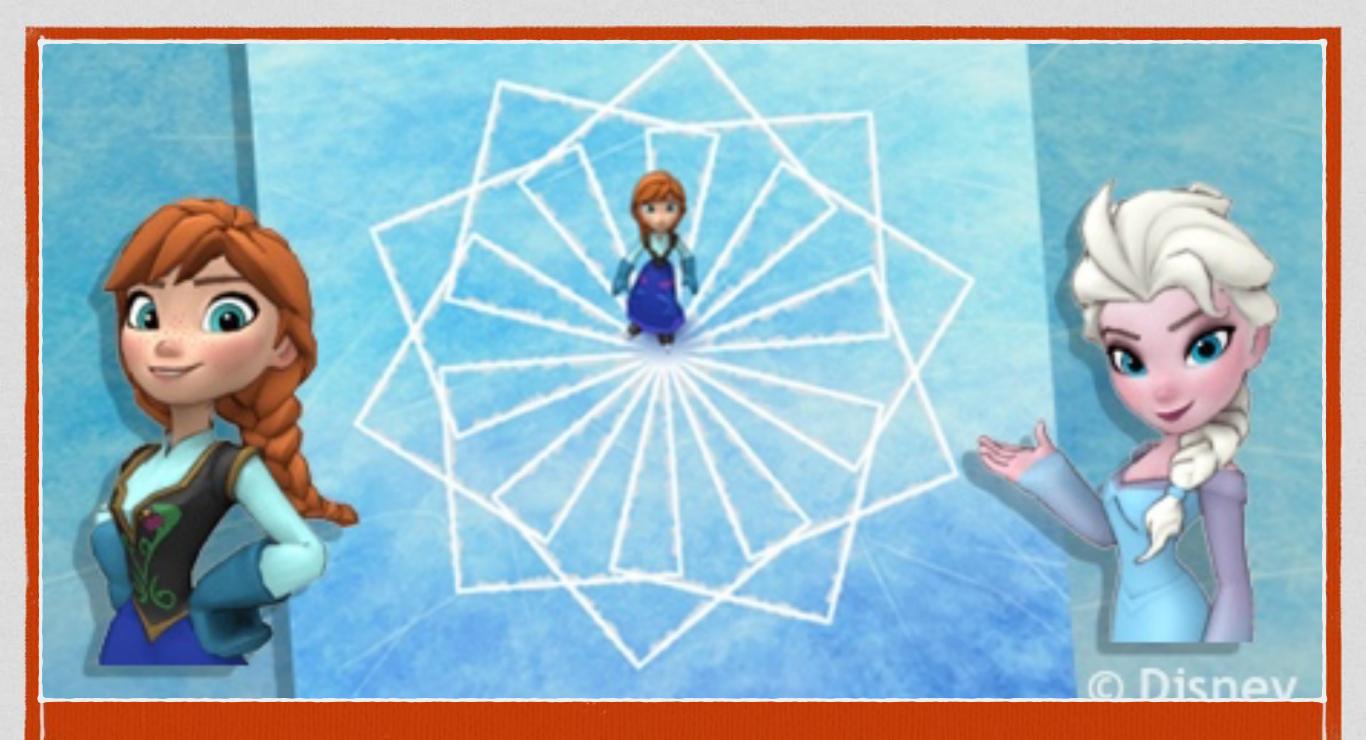
littleBits

sequencing & patterning get the students asking the questions to uncover their learning



minecraft

wicked awesome



code.org

web based awesomeness



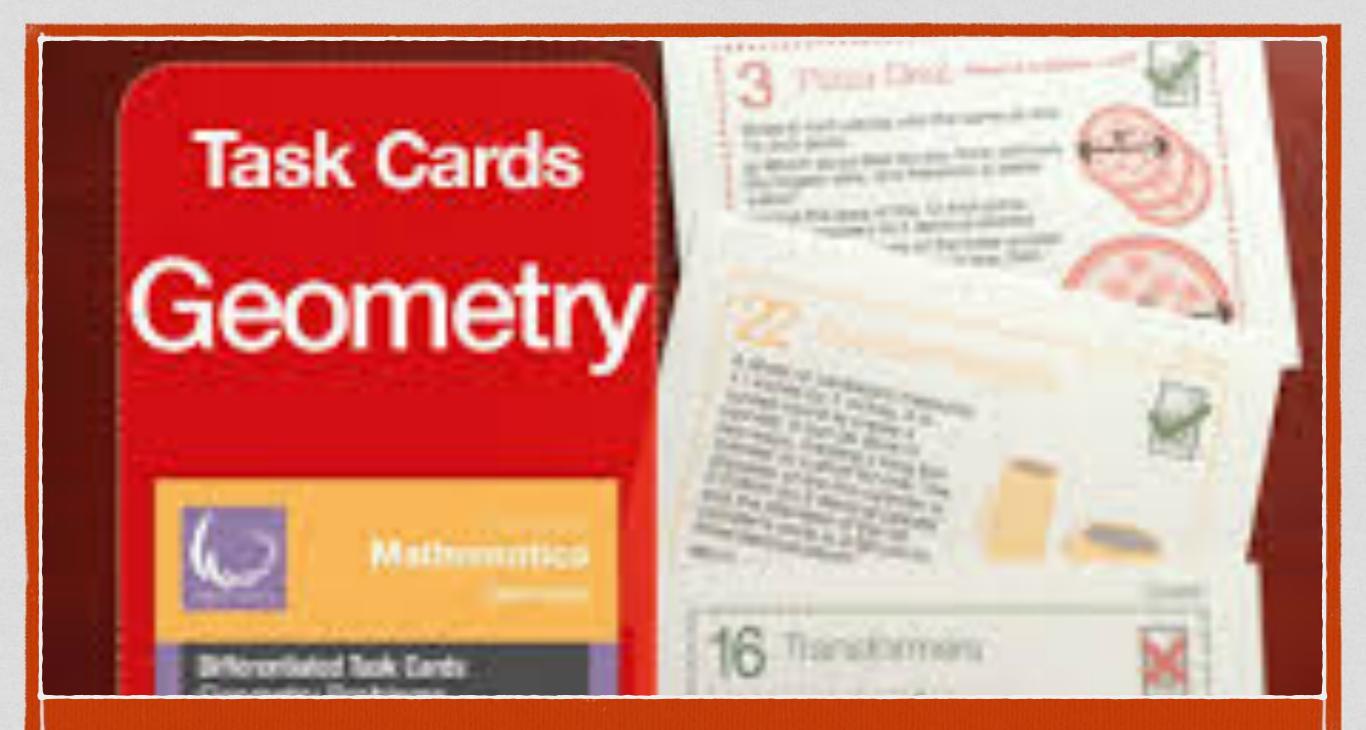
iPad

tetris * angry birds * notes as voice to text



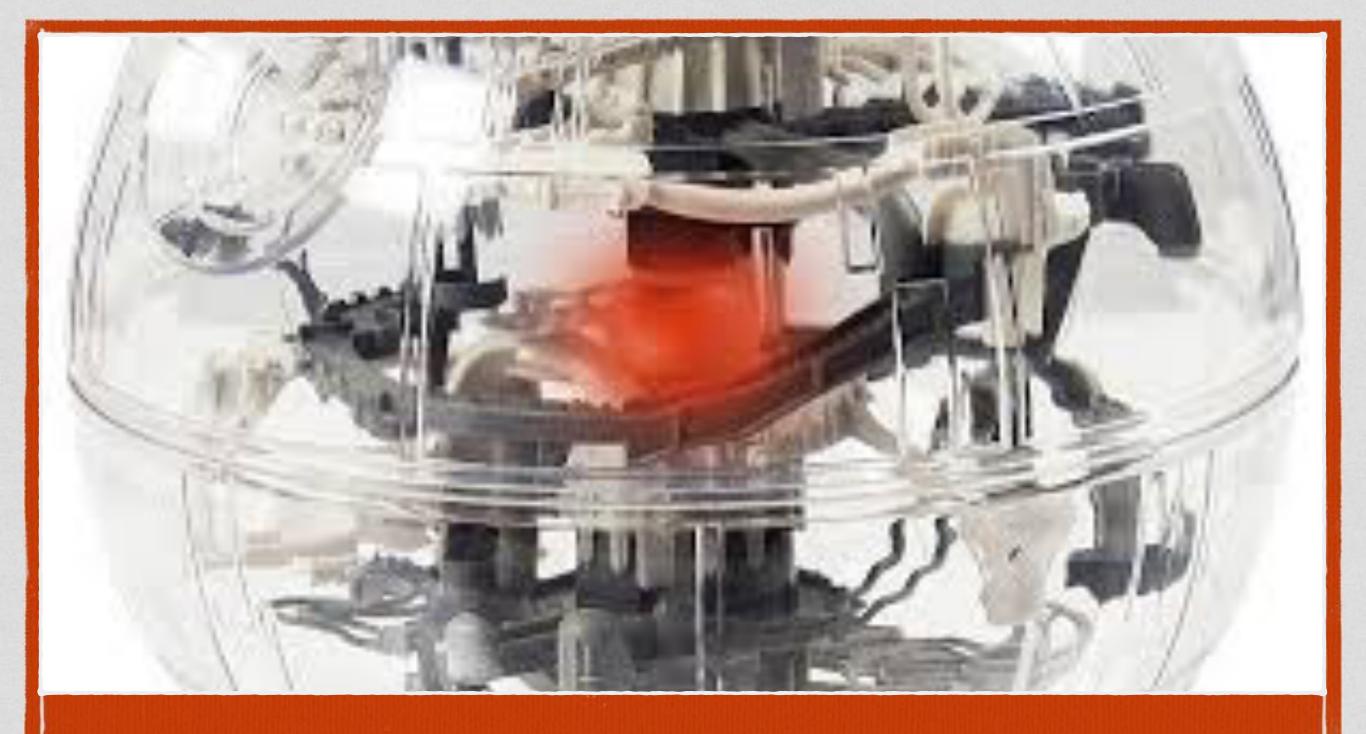
androids

minesweeper * bubble burst * candy crush - explore -



games

geometry puzzles * math puzzles * picture problems * Book of Qs



3D mazes

360 degree thinking

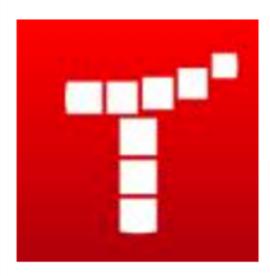
Daisy the Dinosaur



Lightbot Jr

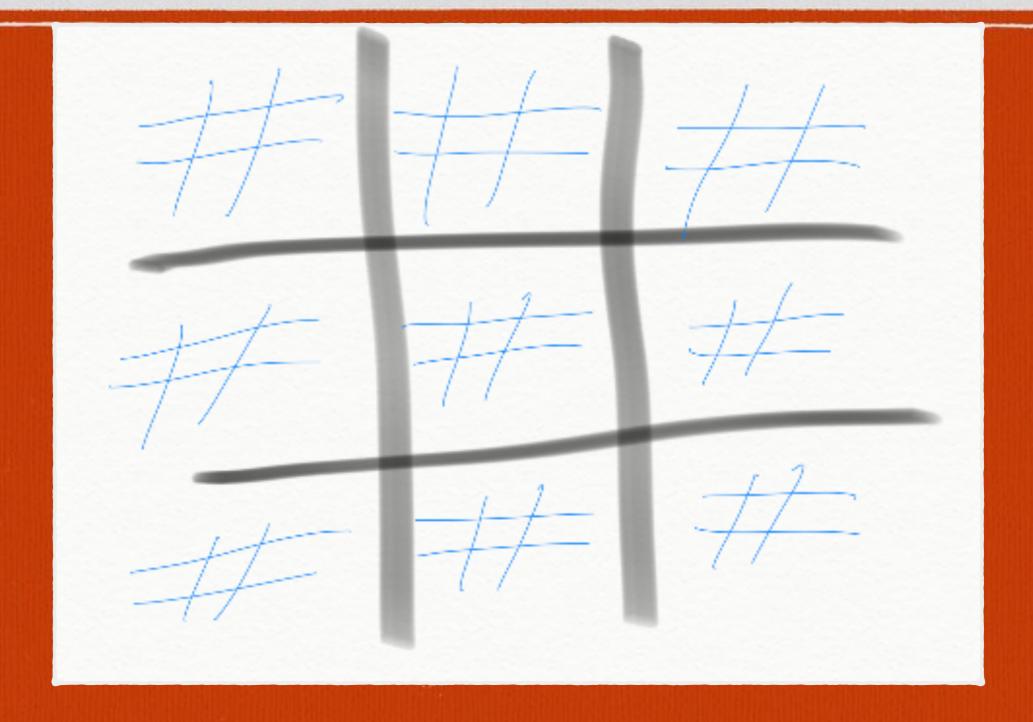


Tynker



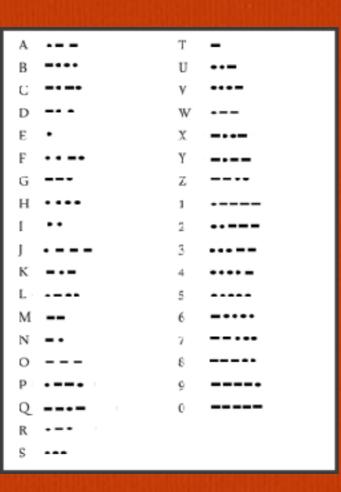
coding apps

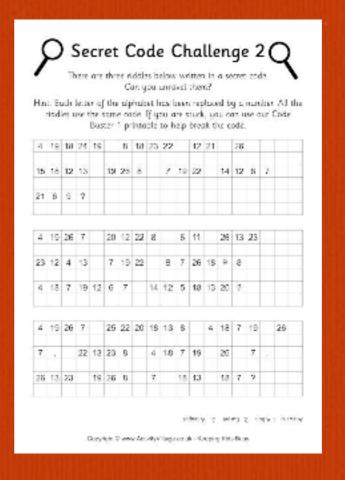
scratch * scratch jr * hopscotch * swifty * tynker * cargo-bot * lightbot



Super Tic Tac Toe

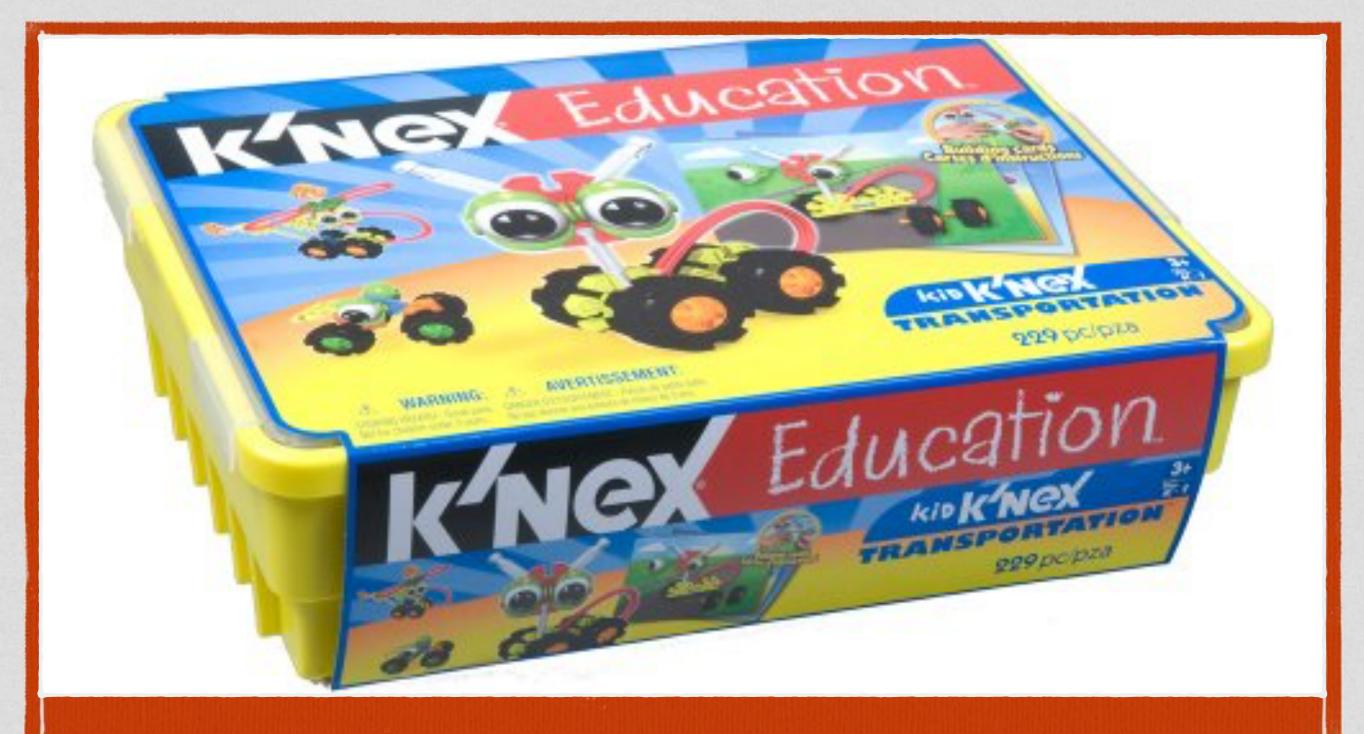
Lateral thinking with differentiation





secret codes

thinking code introduction to binary



k'nex

exploring gears & more



ozobots

new to us - enabling us to have competitions

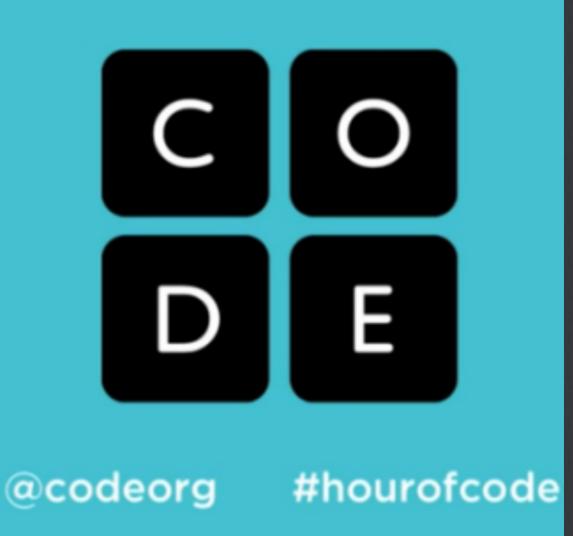


little codr

new to us - enabling programming to be a game

learn through play





doesn't mean it's easy



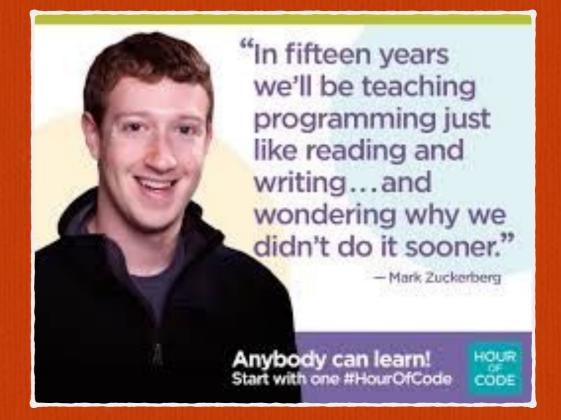
- \square out of order
- ☐ had to go bathroom and missed
- ☐ what do I do
- ☐ where do I go next
- ☐ I didn't have enough time
- ☐ I had too much time

COMPUTER PROGRAMMING IS TO WHAT THEY DO AS TYPING IS TO WHAT A NOVELIST DOES.

QUOTEHD.COM

Bill Poucher





THE GREAT GROWLING ENGINE OF CHANGE -TECHNOLOGY.

Alvin Toffler

ICTURE GUDTES, com

Questions and Shares and Thank You

