

# Coding in the School Library

Tuesday, March 12, 2019  
5 pm EST/4 pm CST



# Objectives

Participants will learn:

- Tips to start teaching coding even if you don't know how to code yourself
- Strategies to create successful coding lesson plans
- Ideas for connecting your coding instruction with the AASL National Standards\*
- Effective programming tools, including CSFirst, Scratch, and Hopscotch

Getting  
Started



Enrichment



Beyond



Materials



Integration



1

# Getting Started

“The secret to getting ahead is getting started” Mark Twain



Kelsey: Getting Started

- ◎ Assess your role in coding instruction in your building
- ◎ What is the expectation from your administrators?



## Calypso: Getting Started

- ◎ Change the space
- ◎ Think outside the schedule
- ◎ Inquire & Explore
- ◎ Computer Science Education Week
- ◎ Hour of Code; Girls who Code
- ◎ Authentic & Challenge based
- ◎ Share

Big concept:



MINDSET

The background is white and decorated with various colorful circles and dashed lines. In the top left, there is a large orange ring with a dashed red inner circle, overlapping a yellow circle. Below it is a small pink circle. In the bottom left, there is a large green circle with a dashed green outline, a small cyan circle, and a large lime green circle. In the top right, there is a green circle with a white dot, a small orange circle, and a lime green circle with a dashed green outline. In the bottom right, there is a large cyan ring and a cyan circle with a dashed cyan outline.

2

Materials



Kelsey: Materials

- ◎ What kind of technology do you have?
- ◎ How does you technology already fit into your class?
- ◎ Early Childhood and Hands-on experiences



## Calypso: Materials

- © Coding Unplugged
- © CSFirst
- © Code.org, Bootstrap, Made with Code, CTE
- © Accounts and Legal stuff
- © Makey Makey, Sphero, Arduino, Raspberry Pi

Big Concept:



GRANTS



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Enrichment





Kelsey example slide

- ◎ Coding Club
- ◎ Coding center
- ◎ Early finishers



## Calypso Enrichment

- ◎ Digital Learning Day
  - ◎ Teen Tech Week (YALSA)
  - ◎ Inclusion in Clubs
  - ◎ (PBIS) Reward
  - ◎ Challenged Based
  - ◎ Teen Tech Camp
  - ◎ Hour of Code
  - ◎ Game Design Tournament
- 

Big concept:



TINKERING



4

Integration



Kelsey example slide

- ◎ Create a video game to help practice math facts
- ◎ Create a life-size US map and code a robot to show various routes of explorers or monuments
- ◎ Re-create stories using digital storytelling



## Calypso Integration

- ◎ Storytelling with CSFirst/Scratch
- ◎ Spheros for angles and following directions
- ◎ Makey Makey with arts
- ◎ Spheros for vocabulary review
- ◎ Web design for end products
- ◎ Prototypes in CTE
- ◎ Fitness games in HPE



# AASL Framework for Learners

For more information about the AASL Standards, please visit <https://standards.aasl.org/>

## **Inquire**

Learners ask questions about projects they are excited about.

Learners create products that show what they know, and can be shared with the learning community.

## **Include**

Learners have to think about a variety of perspectives to find success in coding projects.

## **Collaborate**

This is a major part of success in coding projects!

Learners make decisions based on input of others and they use a variety of ways to communicate with others.

## **Curate**

Learners must be organized and systematic to find success in coding projects.

## **Explore**

The entire learning process within coding projects revolve around solving problems through design.

## **Engage**

Learners use technology and media responsibly to engage a larger learning community.

Big concept:



RELATIONSHIPS



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Beyond Coding





Kelsey example slide

- ◎ More than just teaching coding
- ◎ Tie into your community
- ◎ What is next for kids who already know how to use Scratch?



## Calypso Beyond Coding

- ◎ Confident Creation not curation
- ◎ HTML5, JavaScript, Python, SQL
- ◎ Treehouse, MITOpenCourseWare, Codecademy and Khan Academy
- ◎ CAD, Video Production, & Web Page Design
- ◎ Career Prep

Big concept:



CAPACITY

# Thanks!



## Any questions?

You can find us on Twitter  
@KesleyGourd or @CalypsoGilstrap



School Library  
**Connection**

<https://schoollibraryconnection.com>

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