

# Hour of Code

## December 8 -13, 2014

1. What is the Hour of Code? Find out about the Hour of Code is. [Check out this 3 minute video to help you get started.](#)
2. Sign Up Your Classroom
  - a. [Sign up to “host” an Hour of Code](#) – you will receive Dropbox or Skype credits
  - b. You can create accounts for your students but it is not necessary
3. Go through the tutorial yourself so that you can help students. Don’t know anything about coding. That’s okay. Experience what your students will be experiencing. These are my favorites.
  - a. [Angry Birds/Plants vs Zombies](#)
  - b. [Frozen](#)
  - c. [LightBot](#)
  - d. [Candy Quest](#)
4. Have students participate in the Hour of Code
  - a. Inspire students with one of these short videos before they get started
    - i. [5 Minute Hour of Code Intro](#)
    - ii. [Hour of Code 2014](#)
  - b. Write the URL (code.org) on the board or have students go to [my website](#) and click on Coding.
  - c. If a student comes across difficulties – Code.org suggests:
    - i. Tell students: “Ask 3 then me. Ask 3 classmates and if they don’t have the answer, then ask the teacher.”
    - ii. Encourage students and offer positive reinforcement: “You’re doing great so keep trying.”
    - iii. It’s okay to respond: “I don’t know. Let’s figure this out together.” If you can’t figure out a problem, use it as a good learning lesson for the class: “Technology doesn’t always work out the way we want. Together, we’re a community of learners.” And “Learning to program is like learning a new language; you won’t be fluent right away.”
  - d. If students finish early, have them try other tutorials from the Hour of Code.
5. Print certificates
  - a. Make sure that your students realize they are participating in a global event. You can easily print a customized certificate for each student using [code.org/certificates](#)