

**Did you enjoy the Hour of Code?**

**We hope you will continue coding and learning about Computer Science! Here are a few ideas:**

**On the iPad**

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|  | * **Kodable:** Learn problem solving and programming basics. No reading required. Great for kids ages 5+.   + Free Kodable app: <https://itunes.apple.com/us/app/kodable/id577673067?mt=8>   + Download the Learning Guide: <http://www.surfscore.com/> |
|  | * **Hopscotch:** Learn programming basics with this visual programming language while building games and apps. Great for kids ages 8+.   + Free Hopscotch app: <https://itunes.apple.com/us/app/hopscotch-coding-for-kids/id617098629>   + Hopscotch Hour of Code video: <http://www.youtube.com/watch?v=UH5CESyZ7So> |
|  | * **Daisy the Dinosaur:** Another great visual programming language. Great for kids ages 8+.   + Free Daisy the Dinosaur app: <https://itunes.apple.com/us/app/daisy-the-dinosaur/id490514278> |

**On a Computer**

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|  | * **Scratch:** Create stories, games, and animations using this visual programming language. Great for kids ages 8+.   + Get started by working along with the tutorial at <http://scratch.mit.edu/projects/editor/?tip_bar=getStarted> |
|  | * **Alice:** Create stories, games, and animations using this visual programming language. Great for middle school and high school students.   + Get started at <http://www.alice.org/HourOfCode/introduction.html>   + Go further with the full version of Alice at <http://www.alice.org/index.php> |

**No Computer Required!**

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|  | * **Computer Science Unplugged:** Free learning games and puzzles that use cards, string, crayons, and lots of running around. Great for all ages. <http://csunplugged.org/> |

**Learn Even More**

* **Beyond One Hour of Code:** <http://csedweek.org/learn/beyond> and<http://code.org/>
* **7th and 8th grade students** can sign up for the **Instructional Technology Applications** course, which includes a unit on **Scratch** programming.
* **9th through 12th grade students** can sign up for **Computer Science I** and **AP Computer Science II**, in which students learn to program using **Alice** and **Java**.