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## ADST RESOURCES---10 to 12

(Collection started in April & May 2017)

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10 to 12	Creative Computing with <b>SCRATCH Resources</b> Guide for Educators (Guide as PDF) A workbook version for learners (Workbooks as PDF) Editable versions, for teachers (Guide as PPT or Workbook as PPT)
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ADST RESOURCES---10 to 12  
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## Canada Learning Code Week-June 1 to 8, 2017

### Teacher's Guide

**Resource Link:** <http://www.canadalearningcode.ca/week/teach.html>

Discover tips and tricks to get started, familiarize yourself with code, and follow along with beginner-friendly coding activities - on or off the computer.

This guide is your starting point. We encourage you to use as much or as little of the guide as you like, to remix the lessons we've created or create new ones and share them with our community.

Canada Learning Code is hosting weekly training sessions in French & English that can be viewed online anywhere across Canada live or on-demand! Join CLC for one or all of the training sessions as they dive into what coding is all about, how to deliver their lesson to your students and answer any questions you might have.

10 to 12 (April 4, 2017)

## Creative Computing --- SCRATCH Resources

**Resource Link:** <http://scratched.gse.harvard.edu/guide/download.html>

This SCRATCH guide package was developed by members of the ScratchEd research team at the Harvard Graduate School of Education. Use as much or as little of the guides as you like, to design new activities, and to remix the activities listed below. The guides have been released under a Creative Commons Attribution-ShareALike license, which means that they are completely free to use, change and share, as long as you provide appropriate attribution and give others access to any derivative works.

### Guide for Educators (guide as PDF)

This guide is 154 pages in length and includes: activities & strategies for introducing Creative Computing in your learning environment.

<http://scratched.gse.harvard.edu/guide/files/CreativeComputing20141015.pdf>

### A workbook version for learners (Workbooks as PDF)

A learner-focused version of the guide, including all of the student activity pages and reflection question templates.

[http://scratched.gse.harvard.edu/guide/files/CreativeComputing20140820\\_LearnerWorkbook.pdf](http://scratched.gse.harvard.edu/guide/files/CreativeComputing20140820_LearnerWorkbook.pdf)

### Editable versions, for teachers (Guide as PPT or Workbook as PPT)

This guide and workbook are available as PowerPoint files. Remixing and translating of the material is encouraged.

Guide as PPT -- <http://scratched.gse.harvard.edu/guide/download.html>

Workbook as PPT -- <http://scratched.gse.harvard.edu/guide/download.html>

10 to 12 (May 9, 2017)

Coding In the Classroom - Home

**Resource Link:** <http://etec51065b.weebly.com/>

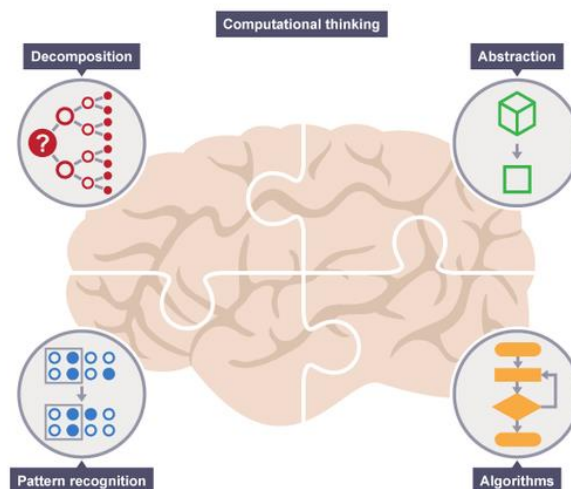
## Summary

This website is an excellent and supportive resource for teachers who are looking to make coding and computational thinking a part of their lessons. It can also serve as a great resource for teachers who have already incorporated coding but would like to try something new or different.

The website's goal is to reduce the stress of meeting the coding standards of the BC curriculum, with this website serving as its own curriculum guide.

The resources found on this website are categorized by:

- Skill Level (Beginner, Intermediate, Advanced)
- Tech Level (No Tech, Low Tech, High Tech)
- Approach (Instructivist, Constructivist, Self-Directed)
- Privacy Concerns



10 to 12 (May 9, 2017)

A Comparison of 40+ Coding Tools (web link) by **EdSurge**

**Resource Link:**

<https://www.edsurge.com/research/guides/teaching-kids-to-code#%23A-Comparison-of-40+-Coding-Tools>

There are endless ways to learn programming available online. **EdSurge** has selected their favorite 40+ tools to get teachers started. Whether you're a complete tyro, robot-hacking hands-on learner, or a "133t" coder looking for advanced training, you'll find something to help you hone your skills.