https://code.org

Learning with Code.org

What is CODE.org?

Code.org is a website designed to introduce students of all ages to coding and computer science concepts. Code.org offers a variety of free and and interactive lessons. Students learn programming through drag and drop blocks that allow them to learn and be creative!

Sign-In Instructions

- First Navigate to https://code.org
- You will want the user to sign into code.org with the *Sign in* button in the top right corner of the screen
- The student learning with Code.org does not need to be logged in to take lessons, but logging in is the only way to save progress

- When you click *Sign in* you will be brought to the screen below. **If the student already has an account** they can sign in via an **Email and Password** or they can login through a service like **Google**.
- If the student already has an account **skip ahead in the document to *Using Code.org*.**
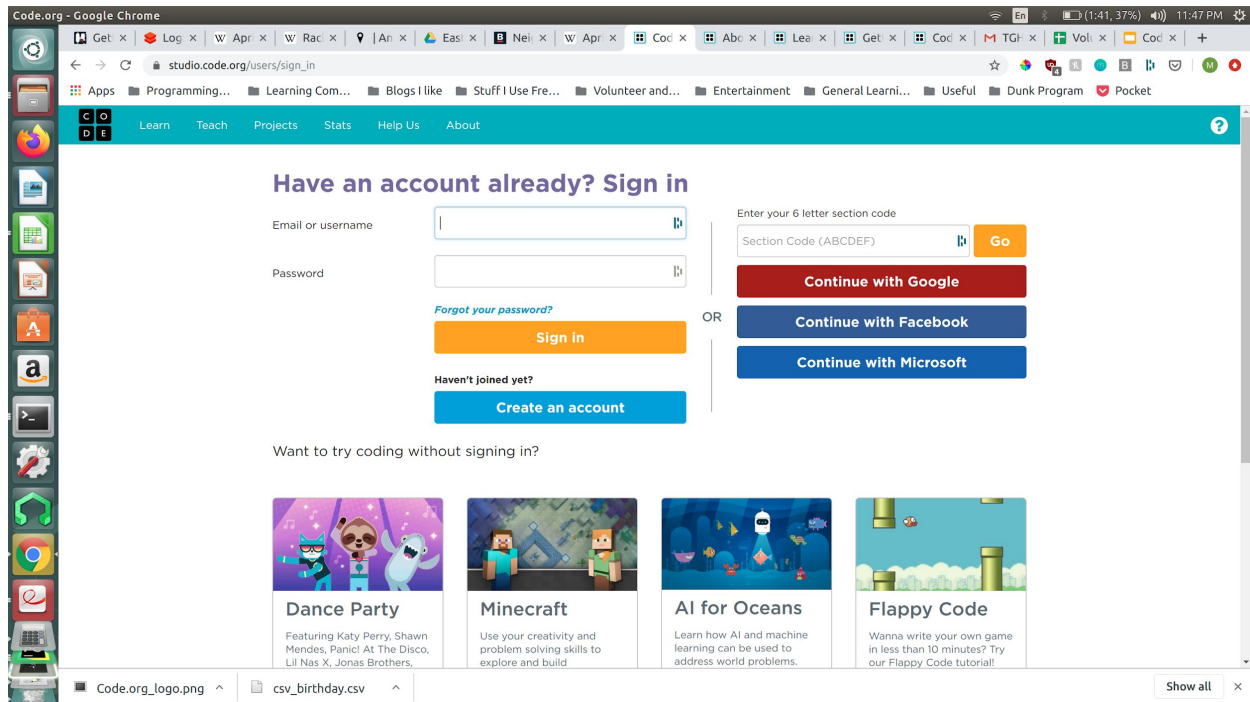
- If the **student does not have a Code.org account** they should click the large blue **Create an account.**
- The student can create an account if they have an existing Email and Password or they can use Google if they have a Google profile. Parents/Guardians can also use their own Email and Password if the student is not old enough to have their own email

- You will need to fill out some additional information and finish the creation of the Code.org account/

Finish creating your account

Fill out the following information to finish creating a Code.org account for **matthewjrice44@gmail.com**. **Cancel**

Account Type	Student ▼

☑ I am a parent/guardian signing up on behalf of my child

Parent/Guardian Email   matthewjrice44@gmail.com

Can we email you with occasional updates on your child's progress and projects, and updates about their course and computer science? **(See our privacy policy)**

○ Yes
○ No

Display Name (e.g. Cool Coder or Jane S.)	Matt
Age	12 ▼
Gender (optional)	Male ▼

By signing up for Code.org, you agree to our **Terms of Service** and **Privacy Policy**.

Go to my account

- Congrats! You've created an account.You will see a page like the one below where a student can start looking for activities on Code.org

My Dashboard   Course Catalog   Projects   Create ▼   Matt ▼

My Dashboard

Learn computer science when schools are closed

Students can continue to learn at home while schools are closed. Take a Code Break with us, or see resources for students, parents, and teachers - including videos, fun tutorials, and projects!

Get started

My Courses

Start learning
Browse Code.org's courses to find your next challenge.

Find a course

Using Code.org

- When you are **logged on** you will be brought to **My Dashboard** with the options below
- Clicking **Get Started** on the dashboard is a good place to find activities.
- You can also dive right into courses by clicking **Find a Course.**
- Finally you can start a *Project* right away by scrolling to **Start a New Project** and clicking any of the projects. Click *View full list* to see more projects

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My Courses

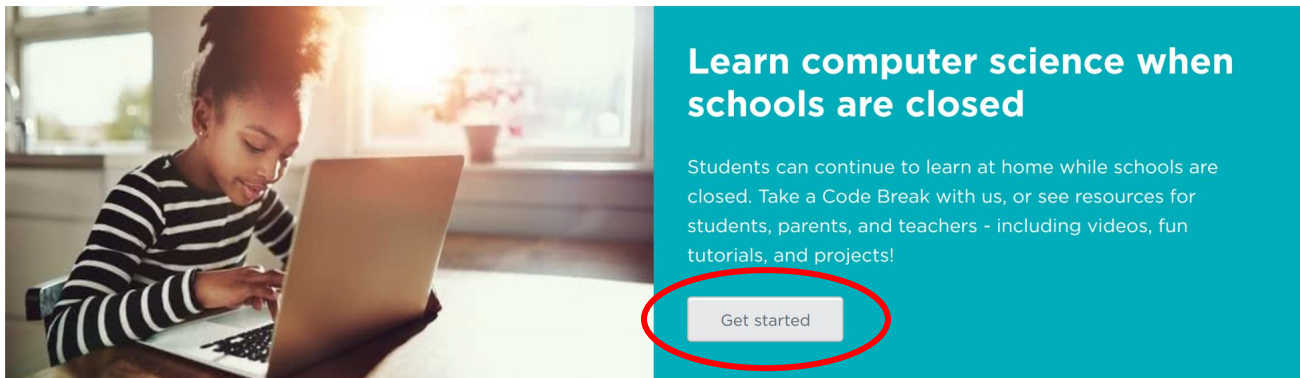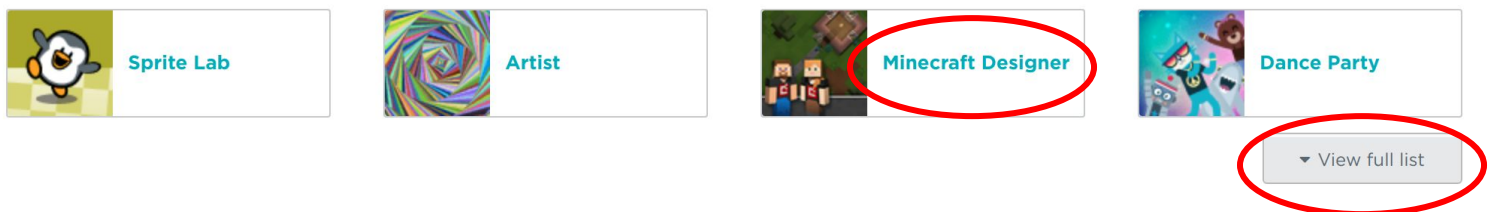**Start learning**
Browse Code.org's courses to find your next challenge.

Find a course

Start a new project

Sprite Lab | Artist | Minecraft Designer | Dance Party

▾ View full list

Get Started

- When you click on **Get Started** you will be brought to a page for several beginning options for a student.
- A great way to try out Code.org course is with **Hour of Code** lessons.

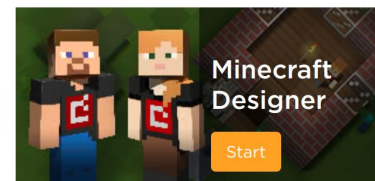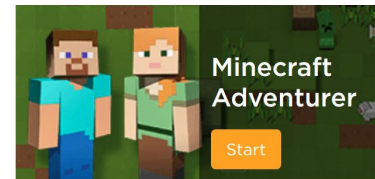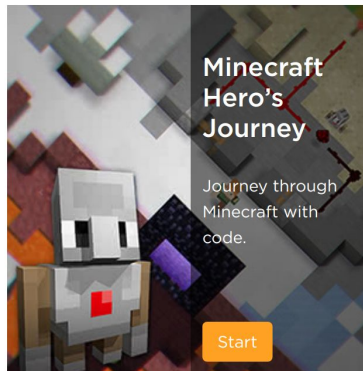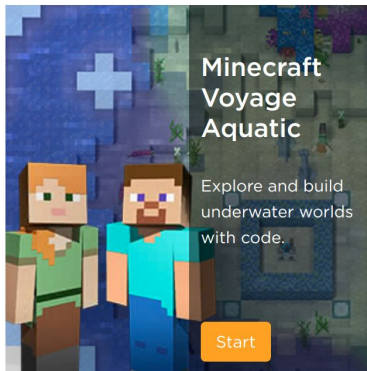**Hour of Code: Try these engaging, introductory tutorials**

Try a one-hour tutorial designed for all ages. There are hundreds of activities and tutorials in over 45 languages.

- **Dance Party** - Code a dance party featuring music by Katy Perry, Shawn Mendes, and more.
- **Minecraft** - Use your creativity and problem solving skill to journey and explore new worlds.
- **AI for Oceans** - Learn how AI and machine learning can be used to address world problems.
- **Flappy Code** - Write your own flappy game code.
- **Coding in Astronomy** - Learn about astronomy using Quorum, a programming language accessible to blind or visually impaired learners.
- And many **more tutorials**!

- An example **Hour of Code** collection of lessons are the **Minecraft** activities
- Clicking on one of these activities will bring the student to an interactive activity where they will navigate the Minecraft world with code

Minecraft Hour of Code Tutorials

Many languages | Modern browsers and tablets | Grades 2+

Minecraft Voyage Aquatic
Explore and build underwater worlds with code.
Start

Minecraft Hero's Journey
Journey through Minecraft with code.
Start

Minecraft Adventurer
Start

Minecraft Designer
Start

- The **Get Started** page also includes a section with videos introducing Computer Science topics

Videos: Watch these easy 3-5 minute educational videos

HOW COMPUTERS WORK

How Computers Work: With an introduction by Bill Gates, **this series** of six short videos is designed to be approachable for everyone and easy to understand. The series explains what makes a computer a computer, how digital information is represented in 1s and 0s, how computer circuits work to manipulate digital information, and how a central processing unit (CPU) and operating system control the inputs, outputs, memory, and hardware of a computer.

WHAT IS THE INTERNET?

How the Internet Works: This series of **eight short videos** features Vint Cerf, the inventor of TCP/IP, David Karp the founder of Tumblr to explain HTTP and HTML, Google's "Security Princess" to explain SSL and cybersecurity, and engineers from Microsoft.

Visit our video library.

Learn the fundamentals with our self-paced courses

Express courses

A great option for students getting started on their own. You'll learn the fundamentals of computer science with drag & drop blocks. Create your own drawings and games. **Note: Express courses are currently only available in English, Hindi, Italian, and Spanish. For other languages, we recommend our 20-hour** Accelerated Course. **To see what's available in your language, visit our** course catalog.

Express Course
An introduction to computer science: combines the best of our elementary school curriculum for older students.
Ages: 9-18
Express Course

Pre-reader Express
An introduction to computer science for pre-readers: combines the best of our kindergarten and first grade courses.
Ages: 4-8
Express Course for pre-readers

- The **Get Started** page contains a section with their Express courses. These courses are great for self-guided learning!
- There are lessons for both pre-readers and elementary school through high school.

Find a Course

- You can click the **Find a Course** button on **My Dashboard** and be brought to a screen below where you can search for courses by Grade Level

Full course catalog

Browse our catalog of courses from Code Studio and 3rd party partners.

Grades K-5

Learn to make your own game, app, or computer drawing.

Learn more

Grades 6-12

Build real working apps, games and websites using blocks, JavaScript, CSS, HTML and more.

Learn more

Beyond K-12

Go beyond Code.org and continue your path in computer science. Browse online schools and courses.

Learn more

- Click **Learn More** will bring you to a selection of age appropriate courses
- The express courses mentioned earlier in the document are listed here

Grades K-5

Courses by Code.org

Computer Science Fundamentals Express Courses

A great option for students getting started on their own. You'll learn the fundamentals of computer science with drag & drop blocks. Create your own drawings and games.

Pre-reader Express

An introduction to computer science for pre-readers: combines the best of our kindergarten and first grade courses.

Ages: 4-8

Express Course

An introduction to computer science: combines the best of our elementary school curriculum for older students.

Ages: 9-18

Computer Science Fundamentals for Elementary Schools

For pre-readers in elementary school classrooms

- There are also an additional list of age appropriate courses.
- Below the additional courses there are variety of Code.org recommended courses for a student to explore

Course A
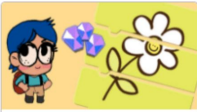
An introduction to computer science for pre-readers.

Ages: 4-7

Course B

An introduction to computer science for pre-readers. (Similar to Course A, but with more variety for older students.)

Ages: 5-8

For older students in elementary school classrooms

Course C

Learn the basics of computer science and create your own art, stories, and games.

Ages: 6-10

Course D

Quickly cover concepts from Course C, then go further with algorithms, nested loops, conditionals, and more.

Ages: 7-11

Course E

Quickly cover concepts in Course C & D and then go further with functions.

Ages: 8-12

Course F

Learn all the concepts in Computer Science Fundamentals and create your own art, story or game.
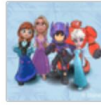
Ages: 9-13

Start a New Project

- A student has the option of jumping right into the various drop-in projects offered by **Code.org.**
- These are excellent projects for getting started right away or practicing skills.
- Click **View Full List** to see all projects Code.org offers
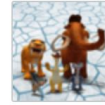
Stories and Games with Play Lab

| Play Lab | Infinity | The Amazing World of Gumball | Ice Age |

Games with Events

| Sprite Lab | Dance Party | Flappy | Star Wars (Blocks) |
| Star Wars | Bounce | Sports | Basketball |

Drawing

| Artist | Frozen |

- When a project is selected the student will be brought to the Code.org project workspace
- The student can then interact with drag and drop code block.
- In the screenshots below you can see an example of a project at the beginning and a project after a student has interacted with it

- The great part about being **signed-in** on **Code.org** is that the student's progress is saved and they can go back to a project they previously started!
- In **My Dashboard** I can open up projects I started in another session.
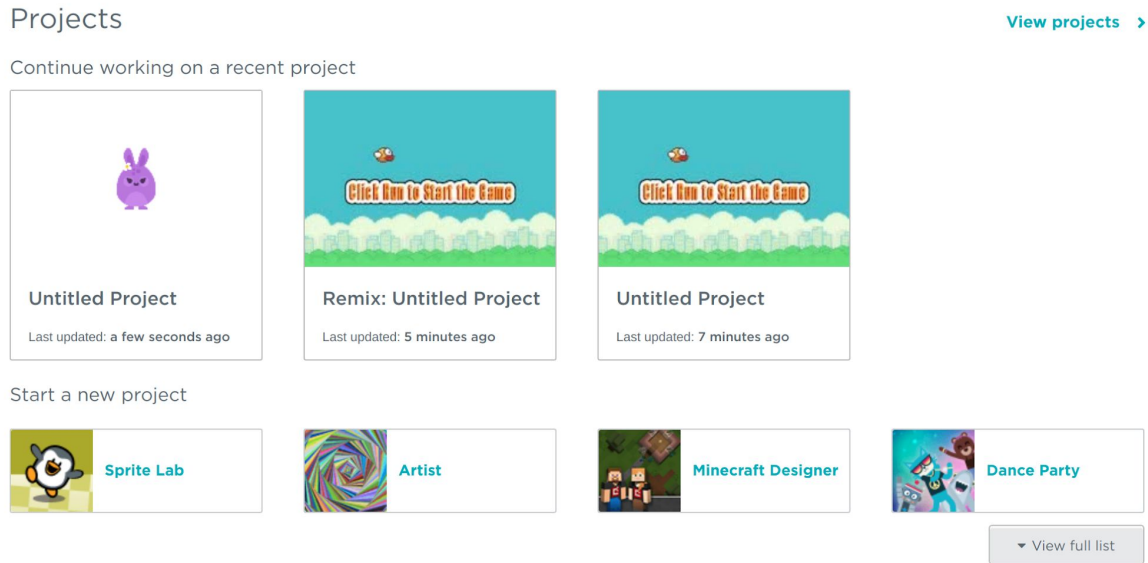
- These instructions cover the basics of **Code.org**. The website has a ton more resources and fun activities for students of all ages
- If you made it this far you or your student are ready to start working in **Code.org**

Congratulations! Happy Coding!