American Printing House logo

ATIA Camp Code Jumper Hands-On Agenda

## **Welcome**

Quick Survey of the room  
Review learning objectives

## **Computer Coding, Code Jumper, and Founding Principals**

* Liveness
* Equity
* Collaboration
* High floor low ceiling
* Access to entire code sequence

## **Code Jumper App and Hub**

## **Command Pods Play & Pause**

### **Exercise 1**

Build 1 sequence of code with 4 Play Pods  
(Row Your Boat)

Build 1 sequence of code with 8 Play Pods  
(Use any sound set)

Build 2 sequences of code. Use all 8 Play Pods and 2 Pause Pods  
(Use any sound set)

## **Command Pod Loop**

### **Exercise 2**

Build a sequence of code using the Play and Loop Pods  
(Row Your Boat)

Build a sequence of code using the Play and Loop Pods  
(Any Song or Story)

## **Training Teachers and Students**

## **About CATT**

## **Constant and Variables**

### **Exercise 3**

Build a sequence of code using the Play Pods, Loop Pods and the PLUS (+) or Minus (-) counter  
(Row Your Boat)

## **BONUS**

Selection and Merge Pod – time permitting

## **Wrap Up**

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