Blast off with CJ and our new Code Jumper Puzzles
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Learning Objectives

• The participant will
  • Learn about the basics of the Code Jumper Puzzles
  • Discuss ways to use the Code Jumper Puzzles with their students
  • Learn how to create and upload their own sound sets
Code Jumper

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Computer science is foundational
Thinking like a computer scientist

“Computational thinking is the thought processes that one uses to formulate a problem and to express its solution in such a way that a computer (human or machine) can effectively carry out.”

- Jeannette Wing
Yes I can!

Metacognitive Thinking: Thinking about your own abilities

• Creating a mindset in the younger grades
• Engaging in activities that create excitement
• Seeing themselves as computer scientists
What are the puzzles?

- 8 new puzzles to further engage with Code Jumper
- Opportunity for independent “play” and learning
- Expanded the opportunity for using Code Jumper with students
- Tying computer science concepts to other areas of learning and life
Who is the star? Meet CJ!
The Puzzles

• Explore Planet Jumpiter!
• CJ gets a Job!
• CJ Learns About the Water Cycle
• Arrrr, Where be the Treasure
• Quit Diddling Around
• A Day at the Amusement Park!
• Where to Next?
• The Great Send Off!
Skills practice

• Braille reading
• Executive function
• Coding
• Cooperation
• Collaboration
• Multi-discipline opportunities
• OT
• Computational thinking
• Academic and expanded core
What comes in the zip file?

- Folder with the Answer Key
- Folder with the Sound Set
- WAV File of audio version of the puzzle
- BRF file of the puzzle
- PDF file of the puzzle
How to upload the sound sets

Manage Custom Sounds

Custom Sound Sets:
- Pizzeria
  - Add Sound Set
  - Delete Sound Set

Sounds in This Sound Set:
- Sound 1: whipcream
  - Listen
  - Edit
  - Delete
Explore the Planet Jumpiter

Congratulations, you have made it to outer space and landed on the planet Jumpiter! Your mission is to collect samples from this special planet.

Take a ride in a rover and collect items you think scientists might like to study back on Earth.

Carefully follow the steps to this mission in the right order. Computer scientists call this sequencing.

Sequence the story correctly and you will learn the secret code to help bring a very special item back to Earth.
CJ wants to know about how business is done on Earth and decides to get a job at a pizzeria.

You are helping CJ on the first day of work by helping CJ learn not only what goes on a pizza but figuring out how much they cost.

Sequencing, addition, subtraction, making selections, communication, collaboration
How does the water cycle around the Earth?

CJ would like to learn about Earth’s water cycle because water is scarce on their home planet.

In this puzzle you will determine the states of matter, build the water cycle, and then solve a riddle based on your water cycle

Science concepts, loops, problem solving
Arrrr, where be the treasure?

One day, CJ was walking past a school when they heard a silly sounding chant coming from the playground.

CJ wants to be able to share this fun with their new friends at the Pizzeria.

Help CJ learn the order of this rhyme. When you get it right, you will find out what CJ needs to be able to share it with their friends.

It will also help you find the answer to this riddle: What kind of dog never bites?
Quit diddling around, CJ!

CJ found a treasure map in an old book!

Join CJ in the hunt to find the treasure by solving the answers to the clues on the map

Debugging, problem solving, O&M, math, treasure!
CJ’s Great Send Off

It’s time to say goodbye to CJ until the next time they visit Earth. CJ needs help getting the spaceship ready for flight and to initiate the launch sequence.

There are a series of steps to take before the final count down.

Follow the directions to send CJ on to the next adventure!
A Day at the Amusement Park

There are no amusement parks on planet Jumpiter. CJ is excited to go to one!

Create a schedule for your day

There are four different areas of the park: rides, food court, games, and prizes. Choose one from each area

Go through the selection more than once to create different schedules!
Where does CJ go to next?

Mars or the International Space Station?

CJ is leaving Earth! Where should the next stop be?

Answer the questions to send CJ to Mars or to the International Space Station. On Mars you will learn about the rover Perseverance.

On the ISS you can talk to the astronauts on board.
Questions?

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