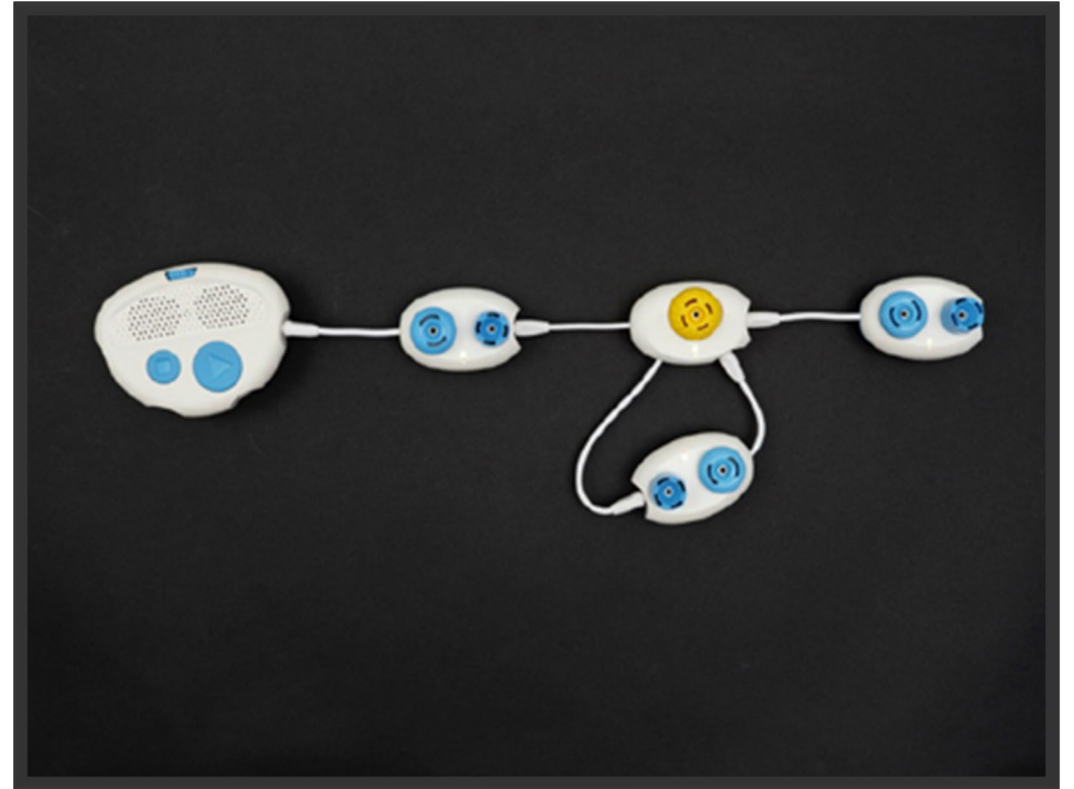


Robin Lowell M.A.
Senior Manager, Accessibility, i2e
Teacher of Students with Visual Impairments
[@teacherinthebox](#)

Beth Dudycha
Senior Manager

Why is coding important?

- Computational thinking
- Problem solving skills
- Resilience
- Creativity
- Collaboration/communication
- Lack of skills in the industry



How does Code Jumper work?

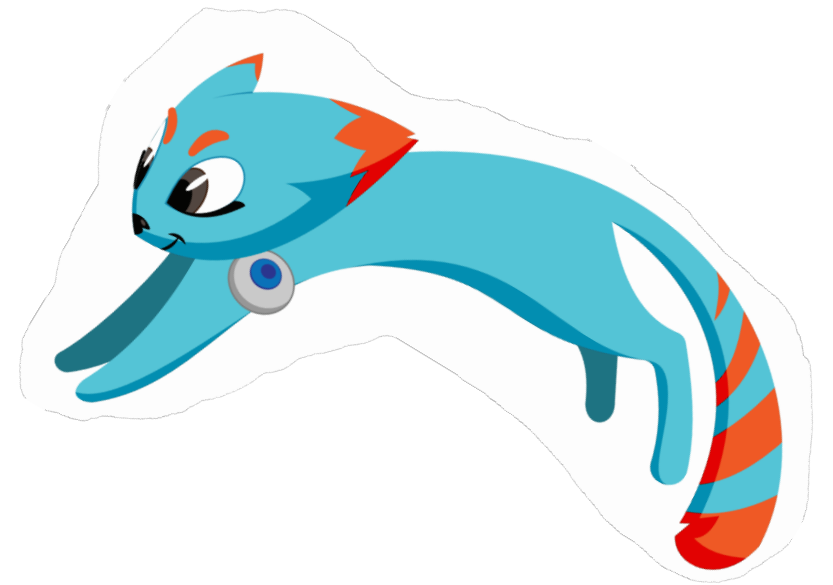
Glad you asked!



Can you save Code Jumper Programs?

If I can't save a program, how do I get data needed to assess my students?

- Computer Science Journal
- Screenshots
- Screen recording
- Photographs
- Audio/video recording



Poll Question

Have you used the assessments built into each Code Jumper Lesson?

a. Yes

b. No

c. Unaware they existed

Assessment – Where do we find it?

Overview

- Assessment embedded in each lesson
- Standards
- Assessment projects
- Resources



Let's see it in action...

Lesson 6: Loops

LESSON OBJECTIVES

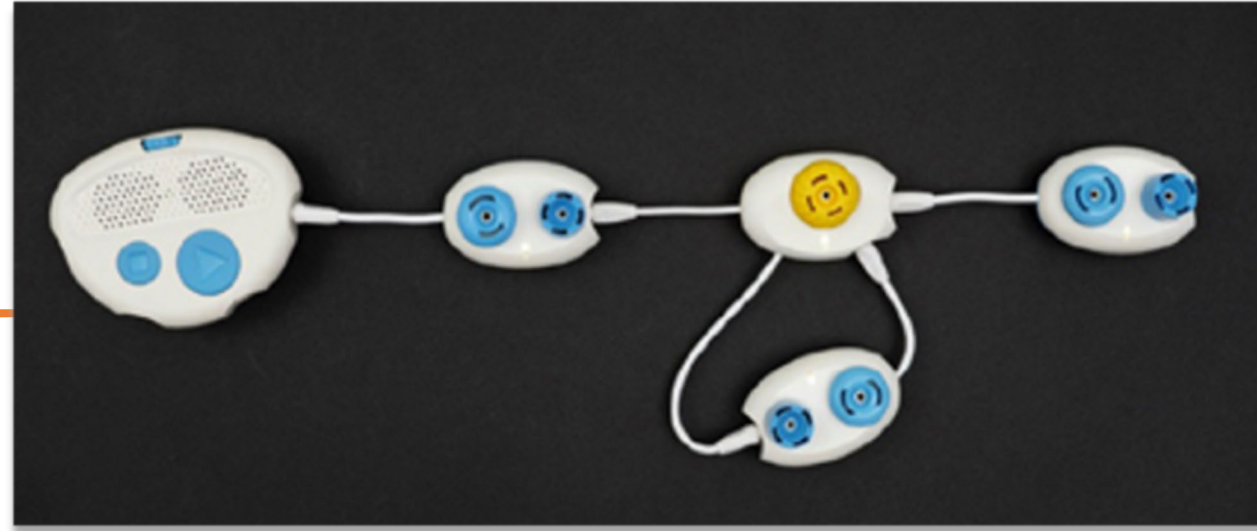
Students will:

- Understand that the loop command in computer programs is a repetition
- Learn how to create programs using the loop Command

EXPECTED OUTCOMES

Students will:

- All students: Explain what a loop command is and why we use it
- Most students: Recreate a programming sequence using a loop command
- Some students: Create an original sequence requiring a loop command



Loops Lesson: Unplugged example

OBJECTIVE

Introduce the students to the concept of a loop and how it can be modified to repeat a series of steps a required number of times.

STUDENT EXAMPLE: Eliot and Mitchell

UNPLUGGED ACTIVITY COMPUTER SCIENCE JOURNAL

Where do we see loops in our lives? Students write in their Computer Science Journals the list of ideas reported as a class to help them remember examples of repetitive tasks or loops.

Loops Lesson: Unplugged example

DEMO

Poll Question

In this example, does the student understand how loops function?

- a. Yes
- b. No

Loops Lesson: Guided example

OBJECTIVE

Identify commands that repeat. Be introduced to the loop command and how to put the commands that need to be repeated inside a loop

STUDENT EXAMPLE: Eliot and Mitchell

GUIDED ACTIVITY COMPUTER SCIENCE JOURNAL

How to get Code Jumper to create a loop? Students think about and record in their Computer Science Journals how to get Code Jumper to play the sequence of numbers 1, 2, 3, 4 three times in a row

Loops Lesson: Guided example

DEMO

Assessment: Primary and Advanced

PRIMARY: Students will brainstorm and develop their own idea for a computer system they want to create using their prior learning of the programming components from lessons 1-8

ADVANCED: Students will demonstrate their understanding of the advanced lesson concepts by using Code Jumper to program a game, story or song.

Assessment: Primary dive

- **PROJECT PLANNING:** created in the Computer Science Journal
- **PROGRAM CREATION:** developing an original Code Jumper program
- **REVIEW AND DEBUGGING:** finding the errors and fixing them
- **PROJECT PRESENTATION:** demonstration of learning

Poll Question

What do you want to know about your students' progress with the computer science curriculum developed for Code Jumper?

a. Open Ended question

b. We will ask participants to leave their comments in the chat

Assessment: Computer Science Journal

LINK: [Primary Computer Science Journal Pages \(Lessons 1-8\)](#)
[\(codejumper.com\)](#)

Assessment: Primary Rubric

LINK: [Advanced Lesson Module: Project Assessment Rubric \(Lessons 9-19\) \(codejumper.com\)](#)

Resources

Code Jumper: www.codejumper.com

Code.org: [Assessing and Checking Student Knowledge](#)

MakeCode: [Teaching with Makecode](#)

CTSA: [CSTA Standards](#)

CSForAll: [SCRIPT Program to get started](#)