# WisCode Literati
### DREAM BIG. LEARN CODE.

# Program Kit

**LOW TECH**

At WisCode Literati, we believe that teaching our communities how to code is essential for the future! Learning to code allows individuals to interact and compete in a highly digital society by teaching computational thinking, critical decision-making, experimentation, troubleshooting, and cause and effect.

We offer various kits and resources to help librarians and educators offer coding and problem-solving programs to their communities. WisCode Literati was started by a group of librarians interested in problem solving, technology, and learning.

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## Coding with Bitsbox

Bitsbox is a coding subscription box that kids (or grownups) can use to create apps using a computer. This kit uses the free resources offered by Bitsbox as the most basic level, and continues with paid coding apps from Bitsbox.

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| **Why?** | Bitsbox is an easy introduction to writing code, and slowly introduces new coding concepts. Using a virtual tablet, kids will code (and play!) apps. |

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| **Who?** | This kit is intended for kids in 3rd grade and up, and/or teens. Kids will work best when paired with someone of similar age or with an older child. Any size group will work as long as each 2-3 kids have their own computer. Younger kids will require more help, so having at least one instructor for each 10 children is helpful. |

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**What?**

- One laptop or desktop computer for every 2-3 students, with a keyboard and mouse
- Internet access, and an internet browser
- Bitsbox resources from the teacher kit available on the Bitsbox website https://bitsbox.com/pdf/BitsboxTeachersGuide_hoc2014.pdf

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- (optional) Tablets with a QR code reader to test the apps that kids create
- (optional to extend the project) Bitsbox booklet included in subscription box

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**How?**

Visit bitsbox.com on each computer, and select "Get Started" in the top right corner. Each student can create a free account to save their work; or just click through to start without an account. Each screen will now show a tablet with four apps. Start by clicking on the first app, and follow directions on the screen to complete the app.

Younger children will need help understanding the directions and making the leap to change the code on their own.

Once students have completed all four of the starter apps, hand out app instructions from the teacher's guide to work on, or offer the longer apps included in the subscription booklets. Kids can work at their own pace to create apps and games. Once an app is completed, use a tablet with a QR reader to scan the QR code on the screen and play the game/app on the tablet.

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**Extras**

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**Contributor**

This kit was created by Holly Storck-Post.