

Program Kit

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.

Coding with Kodable

This program uses an app, Kodable, to teach young children the basic concepts of coding. Kids have to direct a fuzz ball along a path using arrows as commands. The idea is the alien fuzz balls don't know anything and won't do anything until given very specific commands. Students are also given the opportunity to correct erroneous code to make the fuzz ball correctly move.

Why?

This app teaches the concepts of looping and sequencing. These are basic skills used when coding.

Who?

The app is geared toward young children, ages Kindergarten through second grade. A smaller group or enough devices for each child or two children per device is best.

What?

iPads or android tablets are needed. It is best if it is one per child, but they can pair up with the devices or take turns.

How?

The app has different levels. Start beginners off on level one. Do an example of the first problem together, if you can project the app that is even better. Show the students how to use the arrows to correctly make the fuzz ball navigate the path.

Dream Big. Learn Code.

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Have the students try out the first level on their own. Once they move up to higher levels, demonstrate in a large group as necessary. The level “Buggy Basics” requires students to figure out the problems with the code. Instead of the students having to create the line of code, they have to figure out the problem with the code and correct it. Demonstrating how this is done in a large group can be helpful before students try this level on their own.

Students can keep playing with the different levels on their own especially if you have a varying level of users.

Extras

Contributor

This kit was created by Melody Clark