

STEM UPDATES

from Mr. Terzigni, ORE STEM Specialist



Over the past two weeks, students have been participating in the Hour of Code, an international event that teaches students the basics of computer coding. Last week, students had the opportunity to work with our robots (K-2 with the [Dash Robots](#) and 3-5 with the [Sphero Robots](#)). Many students wanted me to make sure Mom and Dad knew the names of these before the holiday season 😊.

This past week, students worked through different modules teaching coding basics and creating digital content.

K and 1st: Students worked with processing and sequencing by coding their classmates using a hopscotch activity. Then, the students had a chance to code a character (called “sprites” in the coding world) through a maze, before creating their own digital mazes. That activity can be found at <https://www.kodable.com/hour-of-code> .

2nd and 3rd: Students threw their own “digital dance party” by animating different “sprites” to complete a variety of dance moves in sequence and using different variables. That activity can be found at <https://studio.code.org/s/dance/stage/1/puzzle/1> .

4th: Students were able to code their own version of the video game “Flappy Bird” and then were able to complete a variety of puzzles and build their own lands using Minecraft. The Flappy Bird activity can be found at <https://studio.code.org/flappy/1> and the Minecraft activities can be found at <https://code.org/minecraft> .

5th: Students created accounts in CS First, a coding course created by Google, in conjunction with Scratch (a coding website designed by MIT to help teach students coding). Students completed different course lessons and animated a scene and also animated their own custom Google logo. Account logins are here at school and I can send them home, if you wish for this to be something you would like your child to complete at home. These activities can be found at <https://csfirst.withgoogle.com/go> and <https://scratch.mit.edu/> .

We are excited about all the wonderful digital content our students are creating!

-Mr Terzigni

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