Arizona Computer Science for All

Kalman Mannis SciTech Institute Arizona Science <u>Center</u> Jared O'Leary BootUp PD

What's the plan?

- Who are we?
- Icebreaker
- Program introduction
- What CS is/isn't
 - Time to explore
 - Q&A

Who are we?

- Kalman Mannis
 - Project Director for NSF funded: RAIN & AZ CS4All
 - Previous MS & HS Science Teacher, IT Director, and STEM Ed Specialist.
- Jared O'Leary
 - Worked with all grades K-Graduate students
 - Director of Education and Research at BootUp
 - Link to my CV

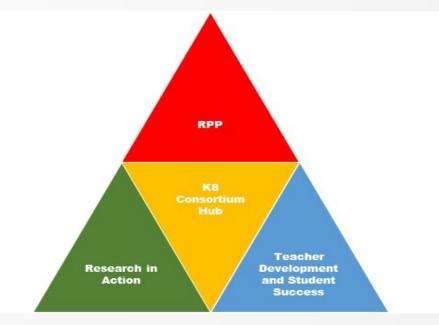
How to reach the resources

- Direct link is in the chat
- www.JaredOLeary.com
 - Presentations
 - Arizona Computer Science for All (AZCS4AII)

Share a link to a meme or image that summarizes what you think of when you think of computer science



Vision of the AZ K-8 Consortium



"It's critically important to assess the current state of computer science education and professional development in rural schools serving underserved and underrepresented youth, and identify gaps and issues that need addressed." Dr. Jeremy Babendure, executive director, SciTech Institute.

AZ K-8 Consortium - what is it?

- The Arizona K-8 Consortium Hub is a network of Researcher-Practitioner Partnerships (RPPs) that include the SciTech Institute; Arizona Science Center, Arizona Practitioner-Researcher Educational Partnership (AZ PREP) Office in the T. Denny Sanford School of Social and Family Dynamics at Arizona State University; Arizona Department of Education; BootUp Professional Development (BootUp PD), and other computer science and computational thinking experts.
- The Hub will work with practitioners (Teachers/Administrators/Community) and researchers to establish RPPs across Arizona. The Hub's role will be to support the RPPs in partnership building, grant writing, assisting in research project development, and by helping to develop locally identified Professional Development needs builds local capacity.

What CS isn't

Unplugged



Collaborative

Problem solving

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Physical computing

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Creative

Technology Classes at Desert Thunder

Jared O'Leary Arizona State University Avondale Elementary School District

Coding in Avondale

Time to explore



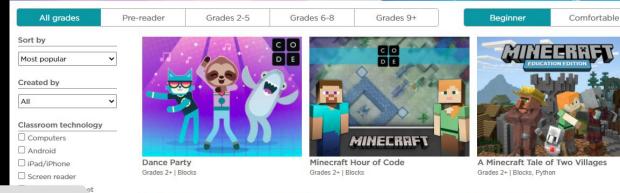
Hour of Code Activities

Try a one-hour tutorial designed for all ages in over 45 languages. Join millions of students and teachers in over 180 countries starting with an Hour of Code.

Want to keep learning? Go beyond an hour

Teachers: Host an hour or read the How-To Guide

Make a Flappy game



Hour of code

C O D E

Play, Design & Code Retro Arcade Ga... codeSpark Academy with The Foos: ...



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Language Arts

Art, Media, Music

Computer Science only

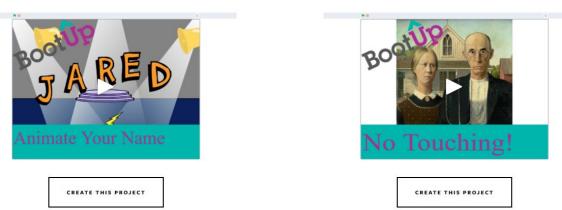
Activity type



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Coder Resources: How To Use Self-Paced Walkthroughs

Beginner Projects



Project-based resources



Intermediate Projects



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CREATE THIS PROJECT

CREATE THIS PROJECT

Even more resources

	A	В	C	D	E	F
1	ID	last reviewed	product	description	url	image
-	10	last_reviewed	product	description		inage
2	1	3/13/2020	AgentSheets/AgentCu bes	A drag and drop programming interface focused on building simulations to explore complex ideas and games. It uses "Conversational Programming" technology to help programmers understand their code. Creations can be shared easily as Java applets. Agentcubes allows for 3D programming.	http://www.agentsheets.com/produ cts/index.html	https://commons.wikimedia :AgentCubes user interface
3	2	3/13/2020	Alice	A drag and drop coding language used to program 3D objects, objects have preset motions and actions that can easily be used by beginner level students. The coding language can be made to look similar to Java script syntax	http://www.alice.org/index.php	https://www.google.com/ur sai-&url-https%3A%2F%2F buddies.org%2Fscience-fair project5%2Freferences%2Ff started-with-storytelling- alice&psig=AO/Vaw1fbegdu V/DD1- &ust=15878221435440008: s&cd=vfe&wed=0CAIOJRxpF ygekCFQAAAAdAAAAAAAABAJ
4	3	3/13/2020	Photon	Photon is a robot that develops along with children which means that he can do as much as his owner (features are unlocked with the learners development). He has touch, distance, displacemet, ground color (B&W) and sound sensors, illuminated eyes and antennae, and a speaker. There is a narrative that goes along with the robot adding character, and objectives for the learner.	http://meetphoton.com/en/home/	https://photonrobot.com/prod
5	4	3/13/2020	Algobrix	Build code with LEGO compatible building blocks and watch your robot follow your commands. This system teaches loops, navigation, pointers, parameters, algorithmic thinking, LED and motors, touch and light sensors, if-then, and multithreading.	http://www.algobrix.com/	http://www.youngeng.net/en programs-company/young-e groups/
6	5	3/13/2020	Antbo	A programmable robot for kids, using 3 servo motors, that walks like an ant. Can upload data (e.g., distance, accomplishments) using wi-fi. You can order parts to upgrade and extend the robot. It's expected to start shipping in November, 2016.	https://www.businessinsider.com/a- new-robotic-pet-called-antbo- launches-2016-4	https://www.businessinsider. robotic-pet-called-antbo-laur
		3/13/2020	App Lab	A branch of code.org which allows students to create their own apps in a simple block programming environment. Students can easily switch from block coding to JS to understand how their commands translate. For a detailed post of all of App Lab's features, see https://medium.com/@okaycoder/learning-to- program-with-applab-a-brilliant-new-tool-from-code- org-b79235dacdf1	https://code.org/educate/applab	https://www.google.com/ur/ sa=i&url=https%3A%2F%2Fs rg%2Fs%2Fapplab: intro%2Freset&psig=AO/Vay 3BchtNL9ryU&ust=1587823: source=images&cd=vfe&vec FwoTCOis0JefgekCFQAAAAA
8	7	3/13/2020	Barefoot Computing	An online community for teachers to share resources to teach computing concepts (e.g., control, repetition, networking, sequence) to primary-aged children. Barefoot Computing is based in the UK and its primary community consists of computing teachers for K-8.	https://barefootcas.org.uk/	https://www.google.com/ur sa=i&url=http%3A%2F%2Fw nic.com%2Fbarefootcas.org v/aw1TV- hxzKxXc8yqqUxtVaJn&ust=1 15000&source=images&cd= AIQJRxqFwoTCICD55uhgek0 AAAABAD

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Upcoming events

AZ SciTech Festival

January 30 - February 28, 2021

Code.org Workshops at AZ Science Center

Join the Arizona Science Center for virtual Code.org CS Fundamentals Workshops. This Intro workshop is designed for elementary educators new to teaching computer science who want to explore how to begin teaching the CS Fundamentals curriculum. Join your peers and experienced facilitators to get a hands-on introduction to computer science, pedagogy, overviews of the online curriculum and teacher dashboard, as well as strategies for teaching "unplugged" classroom activities. Monthly workshops scheduled from February through May. A minimum of 10 participants are needed to hold the workshop.

Microsoft DigiGirlz

January 30th

- Girls Who Code
 - Apply by February 4th for a free 2-week program Summer Immersion program







Never stop wondering. Never stop imagining.⊓



Now, Coding is Elementary.