

Getting Kids Involved in Programming

Beth Tucker Long

@e3betht

Beth Tucker Long

- PHP Developer
- Stay-at-home Mom
- User Group Leader
- Mentor & Apprentice



Why?

- Improve math skills
- Improve problem solving skills
- Improve computer skills for school
- Improve job skills
- Creative outlet
- Understand what goes into making every day things

Why not?

"Today's artificial intelligence software is powerful enough to create other A.I. software – which means it won't be long before we replace coders with code that codes."

--Andrew Nusca, *Teaching Kids to Code is Overrated*

Format

Infants and Toddlers

Exploring New Toys

- Encourage independent exploration
- Teach new uses one at a time
- Introduce the idea that pushing buttons makes something happen



Pre-readers

Jokes and Riddles

- Finding multiple uses for things
- Finding discrepancies in logic
- Finding patterns in language

Trouble-shooting Stories

- Start a story
- Introduce a problem
- Turn the story over to them to solve it

Fisher Price Code-a-pillar

Teaches:

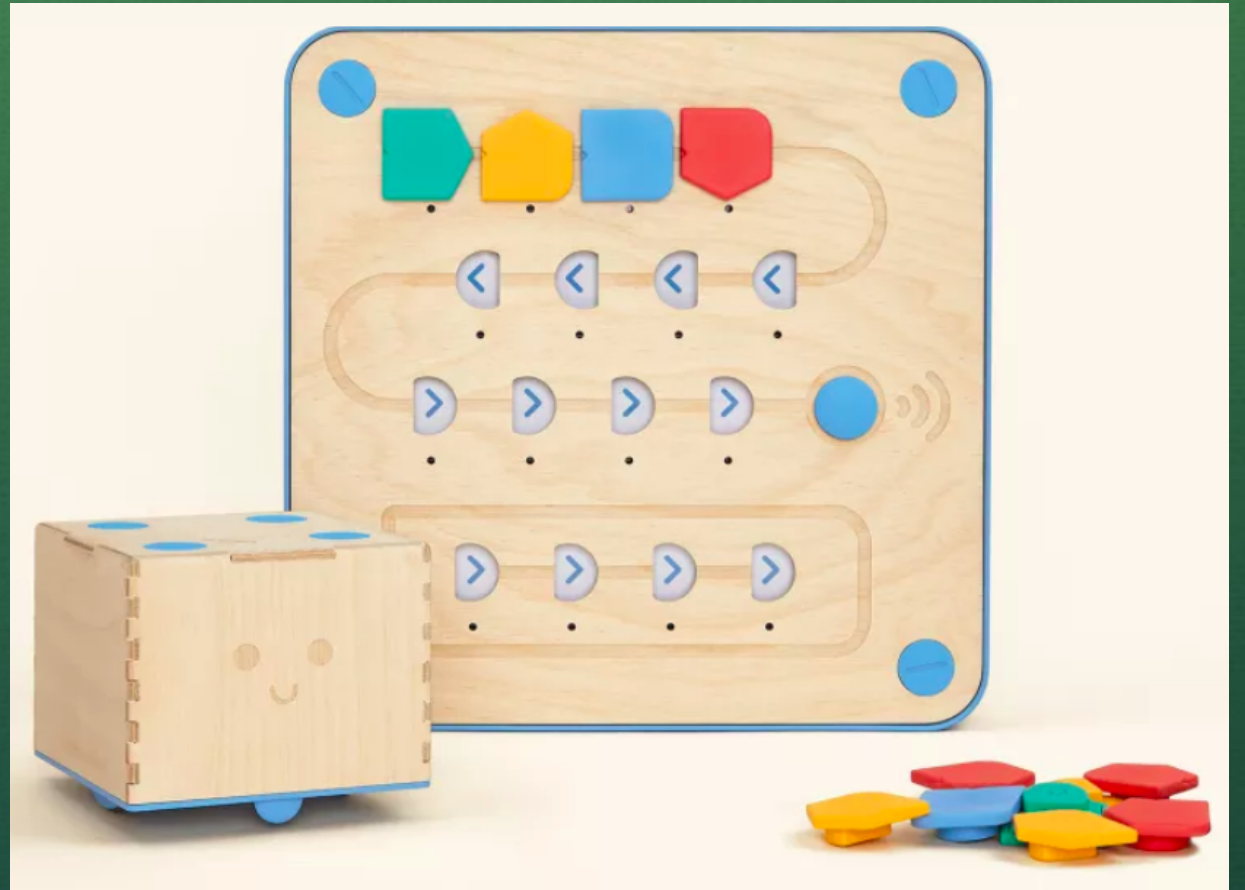
1. Using symbols to program actions
2. Order of actions



Cubetto

Teaches:

1. Sequencing
2. Patterns
3. Computational thinking



Robot Turtles

Teaches:

1. Using symbols to program actions
2. Order of actions
3. Reusable Functions
4. "Running" your script



Code & Go Robot Mouse

Teaches:

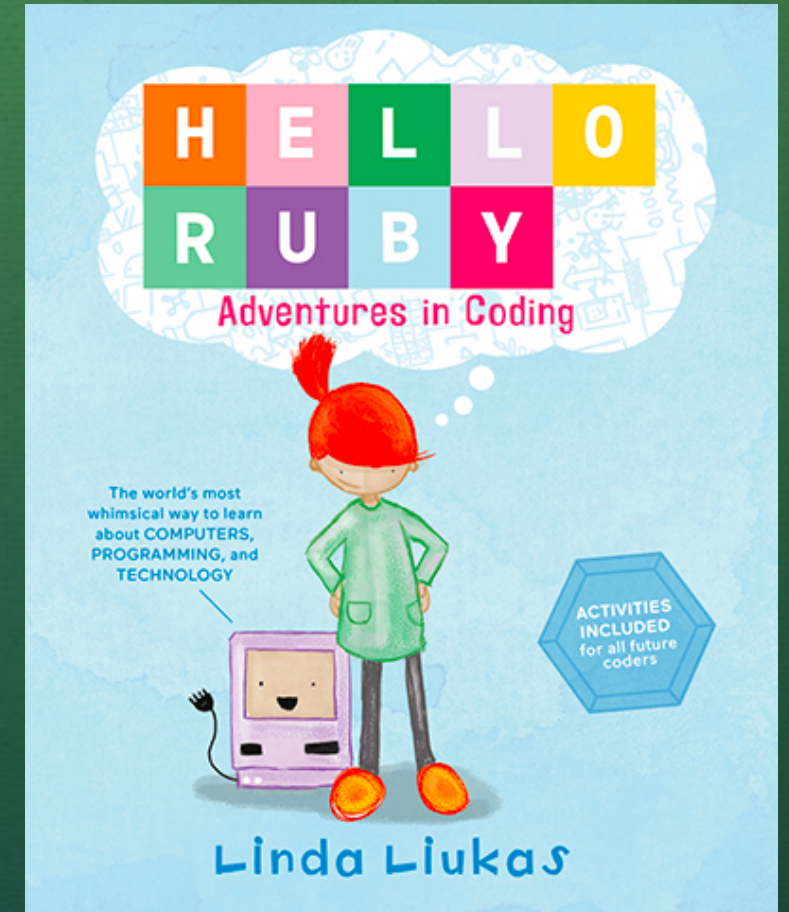
1. Using symbols to program actions
2. Order of actions
3. Running your script



Hello Ruby

Teaches:

1. Computational thinking
2. Sequencing
3. Patterns recognition
4. Loops

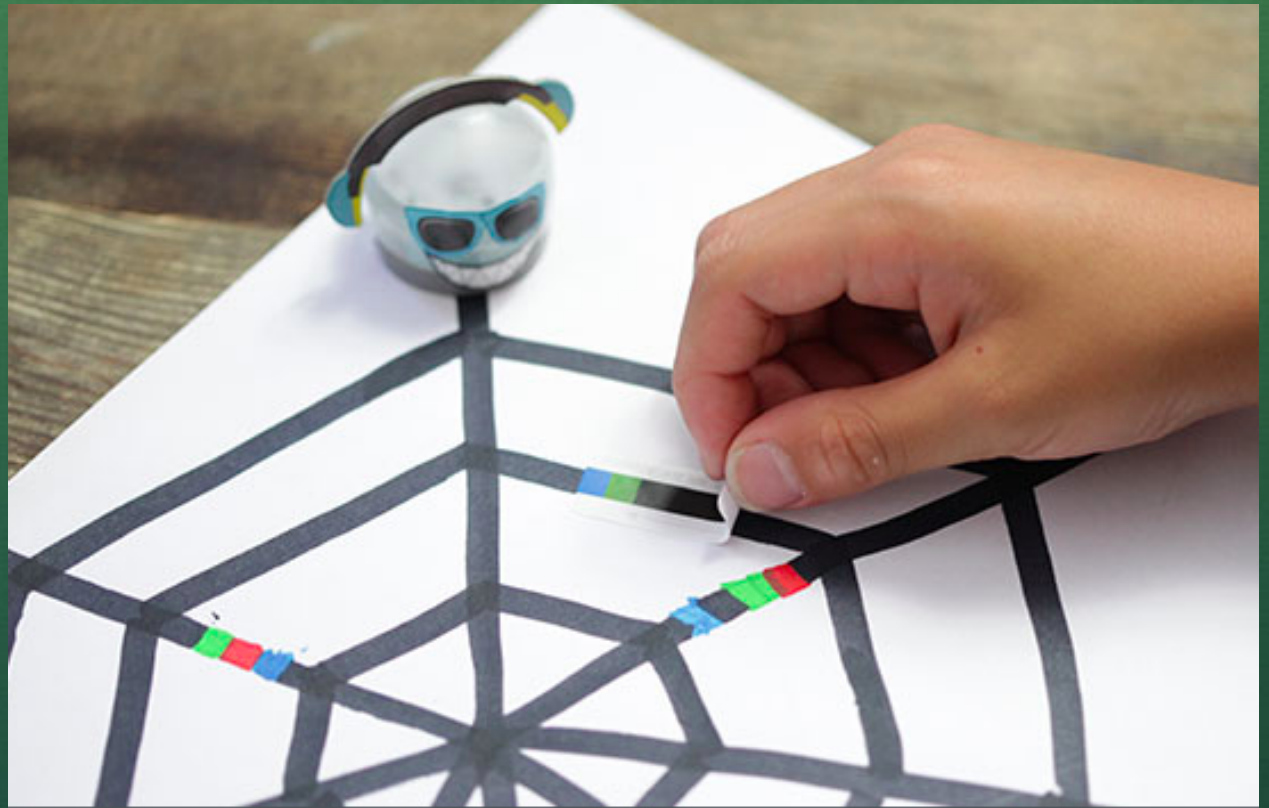


@e3betht

Ozobot Bit

Teaches:

1. Sequencing
2. Patterns
3. Computational thinking



Cubelets

Teaches:

1. Sequencing
2. Patterns
3. Computational thinking



Botley

Teaches:

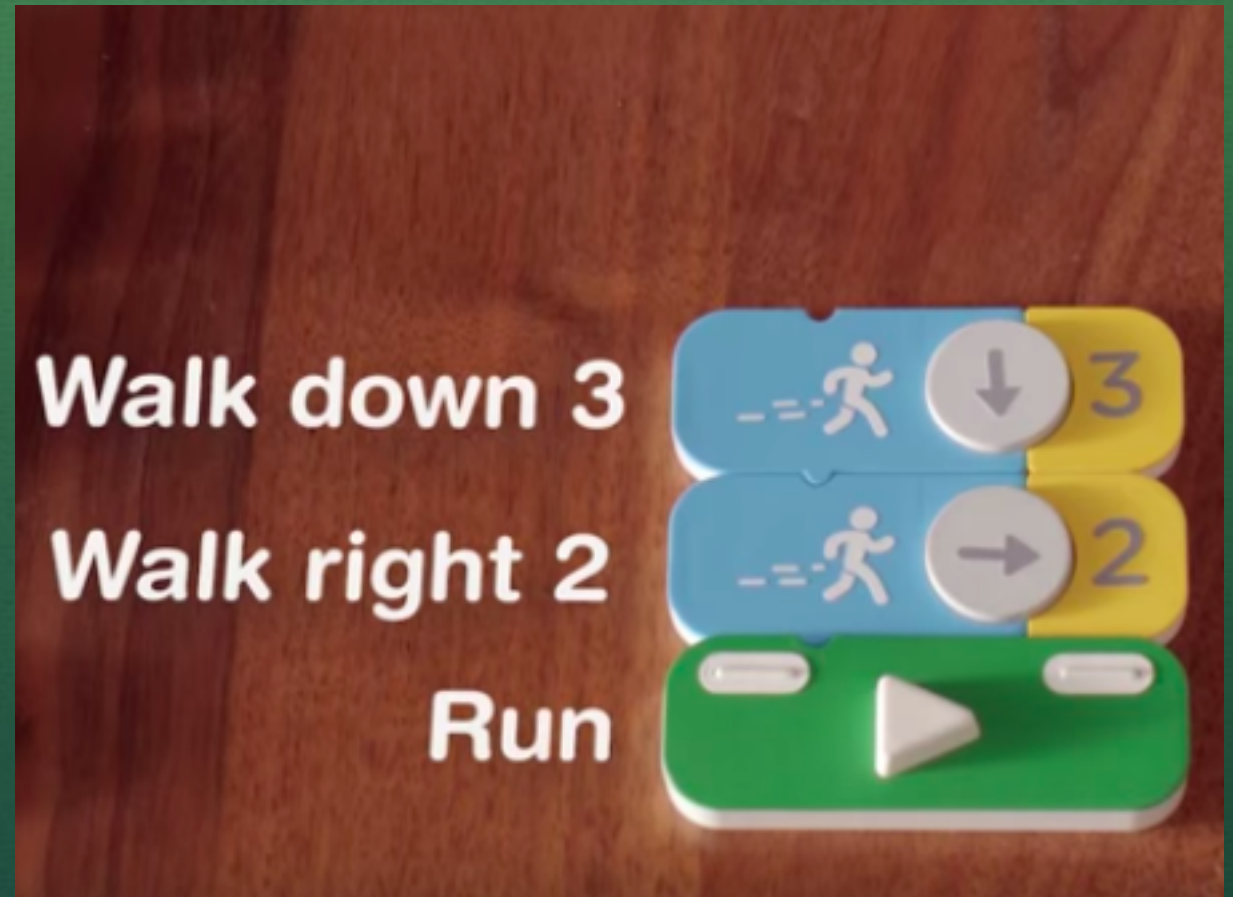
1. Sequencing
2. Patterns
3. Looping
4. Computational thinking



OSMO Coding Blocks

Teaches:

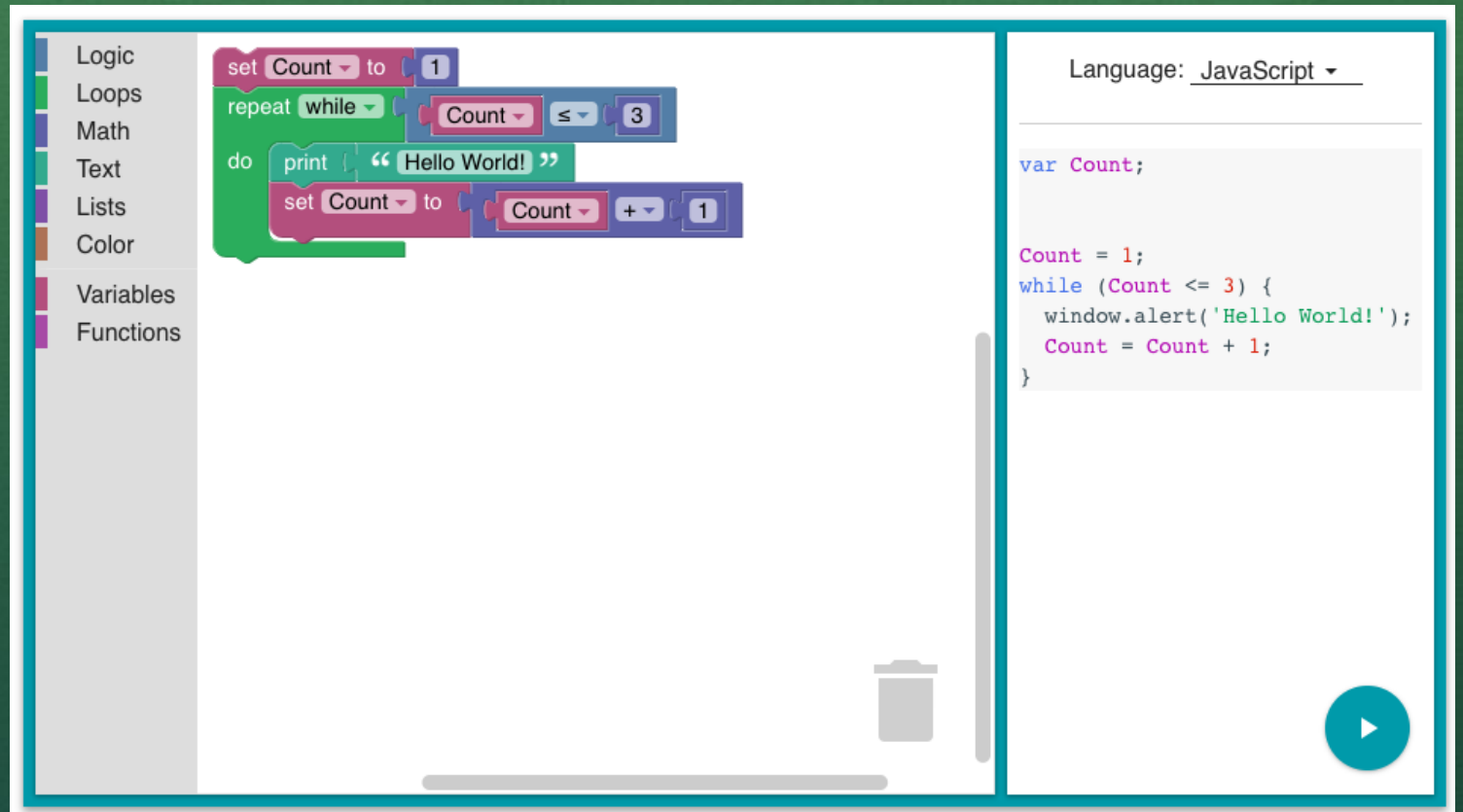
1. Using symbols to program actions
2. Order of actions
3. Number of repeating actions
4. "Running" your script



Reading

Blockly

- Block programming
- Outputs code in many languages
- Browser-based or built into many apps



The screenshot displays the Blockly programming interface. On the left, a sidebar lists categories: Logic, Loops, Math, Text, Lists, Color, Variables, and Functions. The main workspace contains a script with the following blocks: a 'set Count to 1' block, a 'repeat while' block with 'Count' and '≤ 3', a 'do' block containing a 'print "Hello World!"' block and a 'set Count to Count + 1' block. On the right, the 'Language: JavaScript' dropdown is visible, and the generated code is shown in a text area:

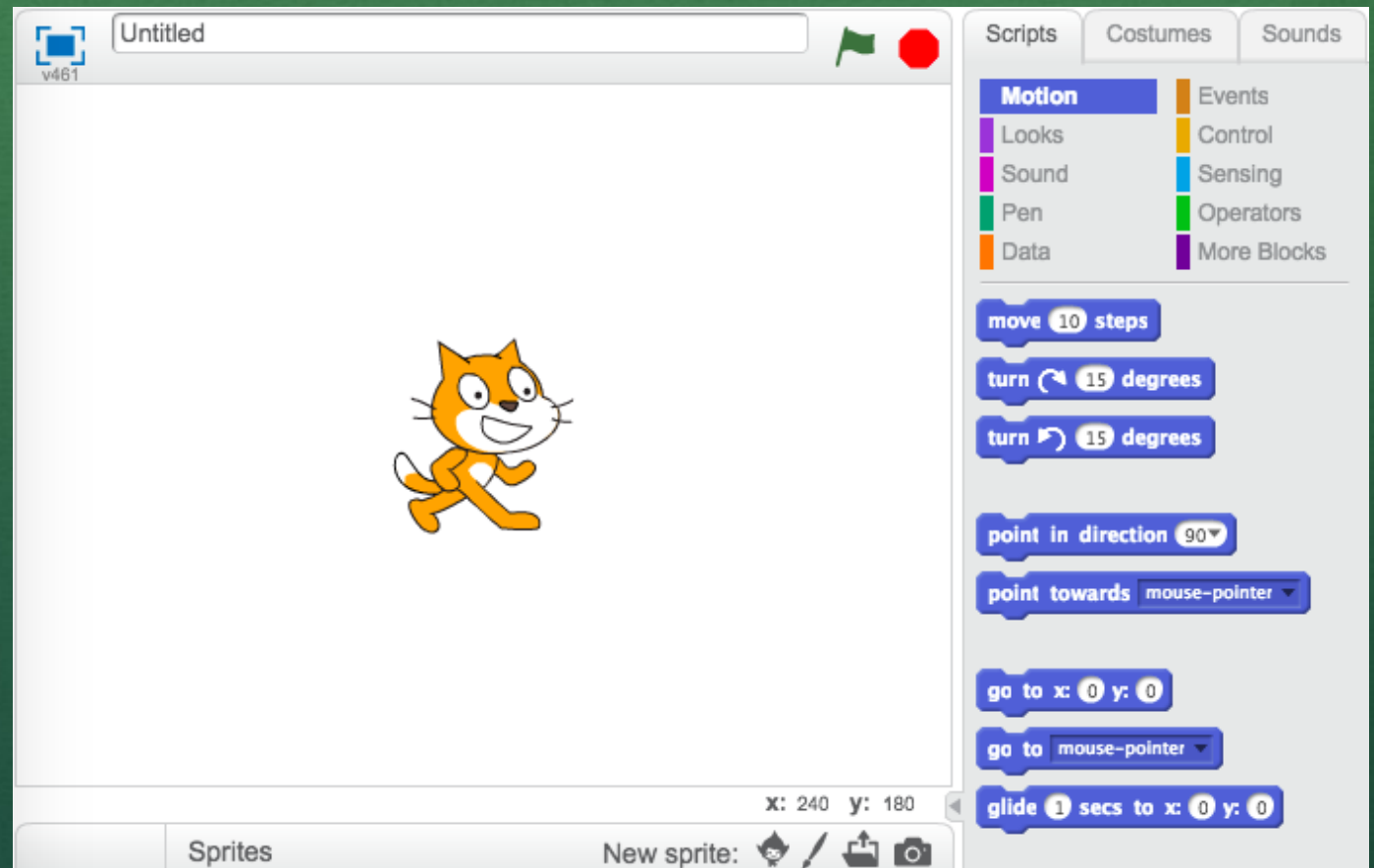
```
var Count;

Count = 1;
while (Count <= 3) {
  window.alert('Hello World!');
  Count = Count + 1;
}
```

A play button icon is located in the bottom right corner of the interface.

Scratch

- Block programming
- Designed for ages 8-16



ScratchJr

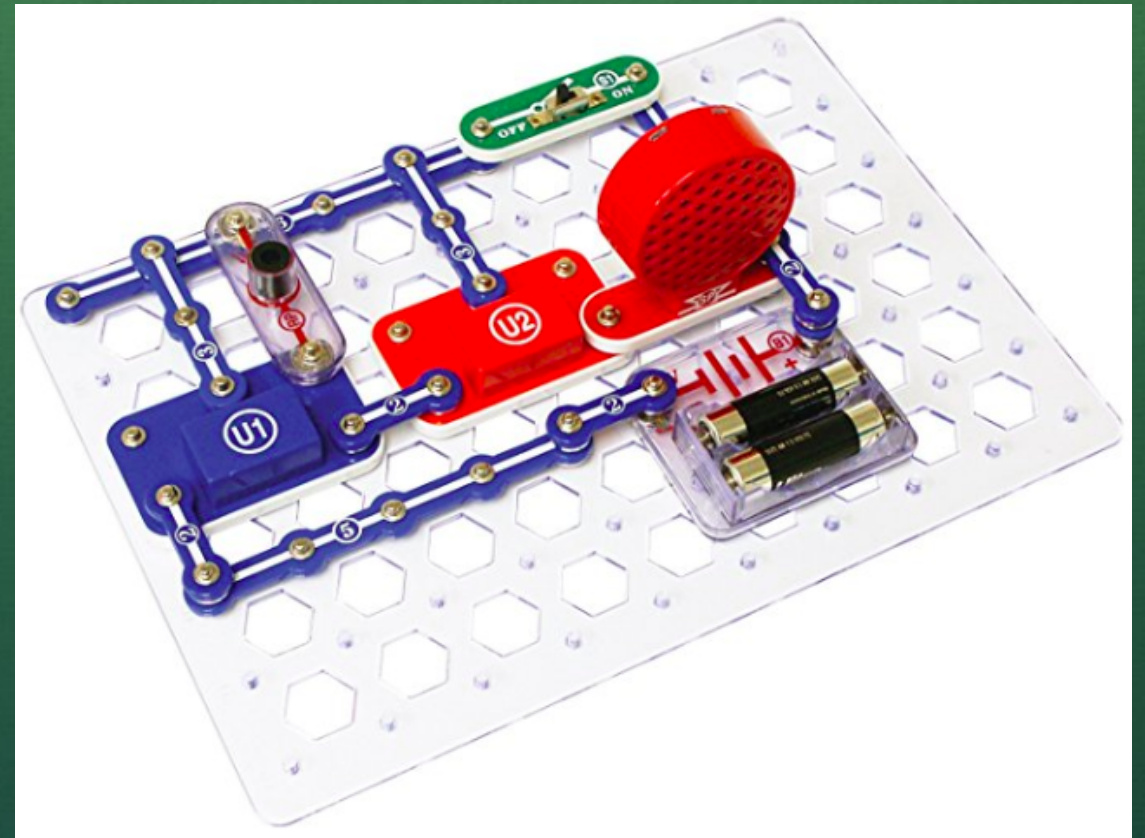
- Block programming
- iPhone/Android app
- Designed for ages 5-7



Snap Circuits Jr.

Teaches:

1. Following flow
2. Making sure redundancies are included
3. Following patterns
4. Debugging



Ozobot Evo

Teaches:

1. Sequencing
2. Patterns
3. Computational thinking
4. Block programming



Sphero

Teaches:

1. Intro block-based programming
2. Interacting with hardware components
3. Programming movement



Wonder Workshop Dot

Teaches:

1. Intro block-based programming
2. Interacting with hardware components



Wonder Workshop Dash

Teaches:

1. Intro block-based programming
2. Interacting with hardware components
3. Programming movement



Wonder Workshop Cue

Teaches:

1. Intro block-based programming
2. Interacting with hardware components
3. Programming movement



Photon

Teaches:

1. Intro block-based programming
2. Interacting with hardware components
3. Programming movement



Tinker Crates

Teaches:

1. Mechanics
2. Electricity
3. Physics
4. Math



Breaking Box

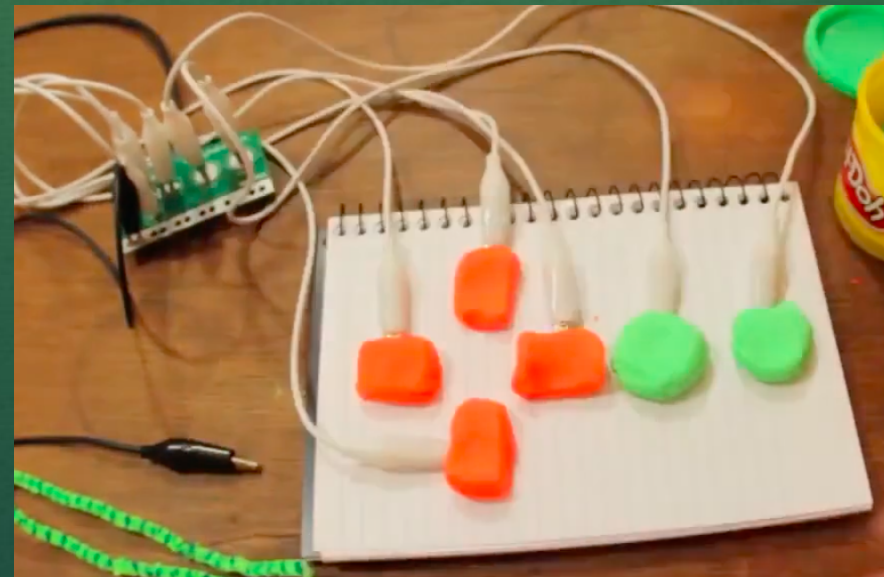
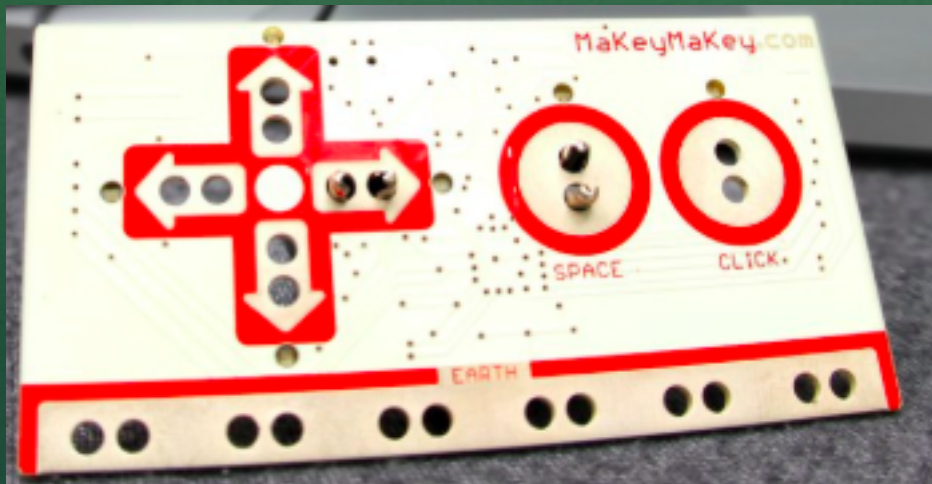
Teaches:

1. Creativity
2. How things work
3. What's inside
4. Why things break

Makey Makey

Teaches:

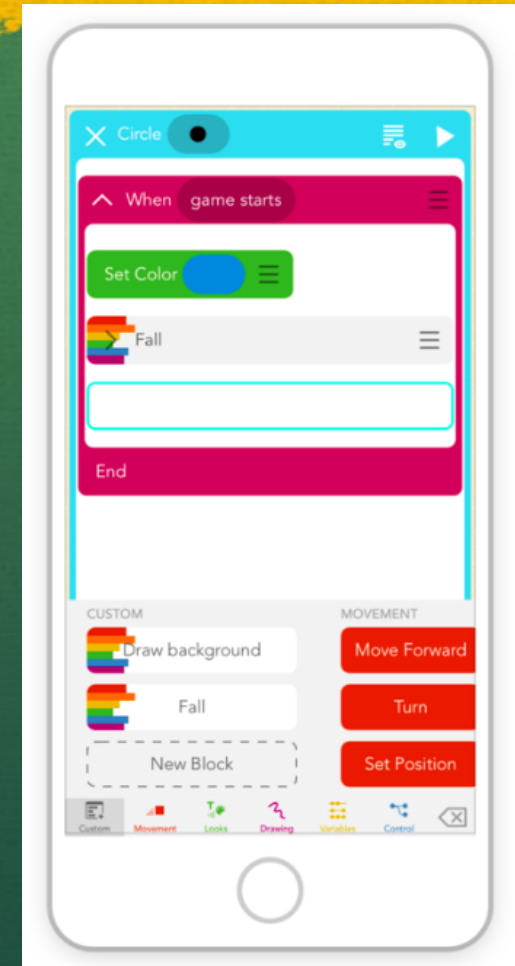
1. Using programming with every day objects



Hopscotch

Teaches:

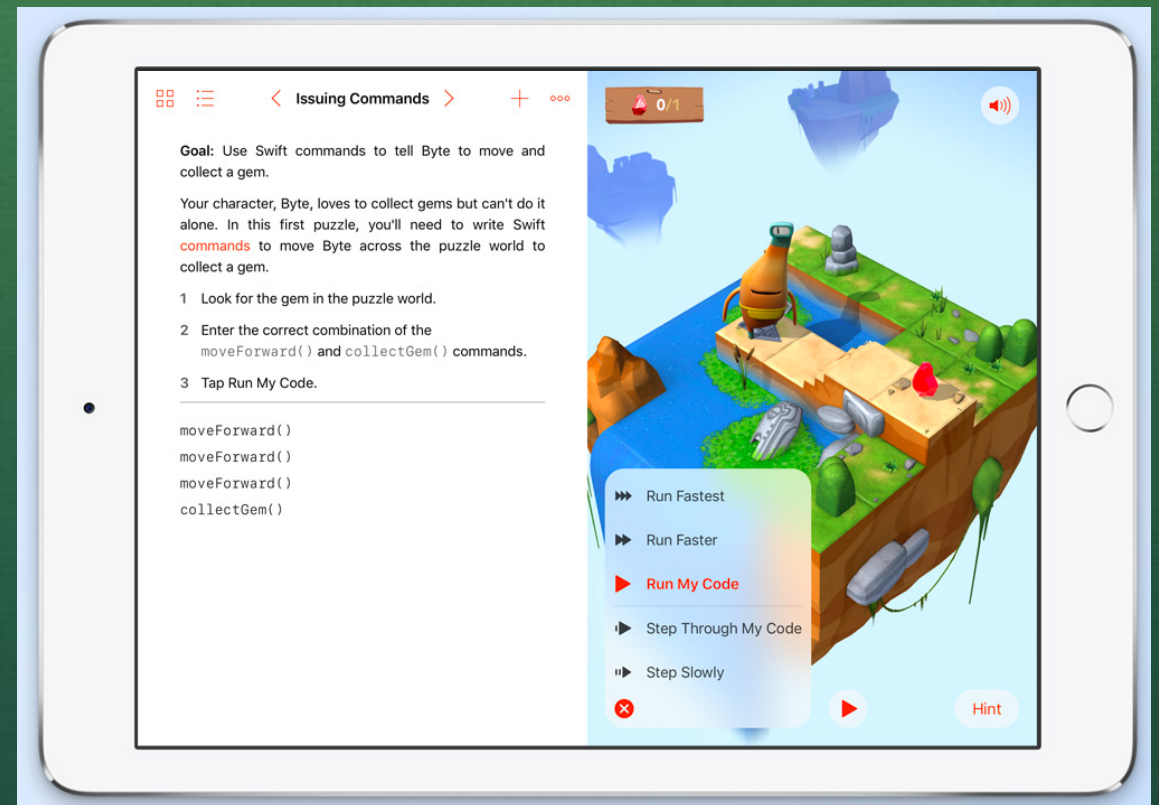
1. Block-based programming
2. Object-oriented programming



Swift Playgrounds

Teaches:

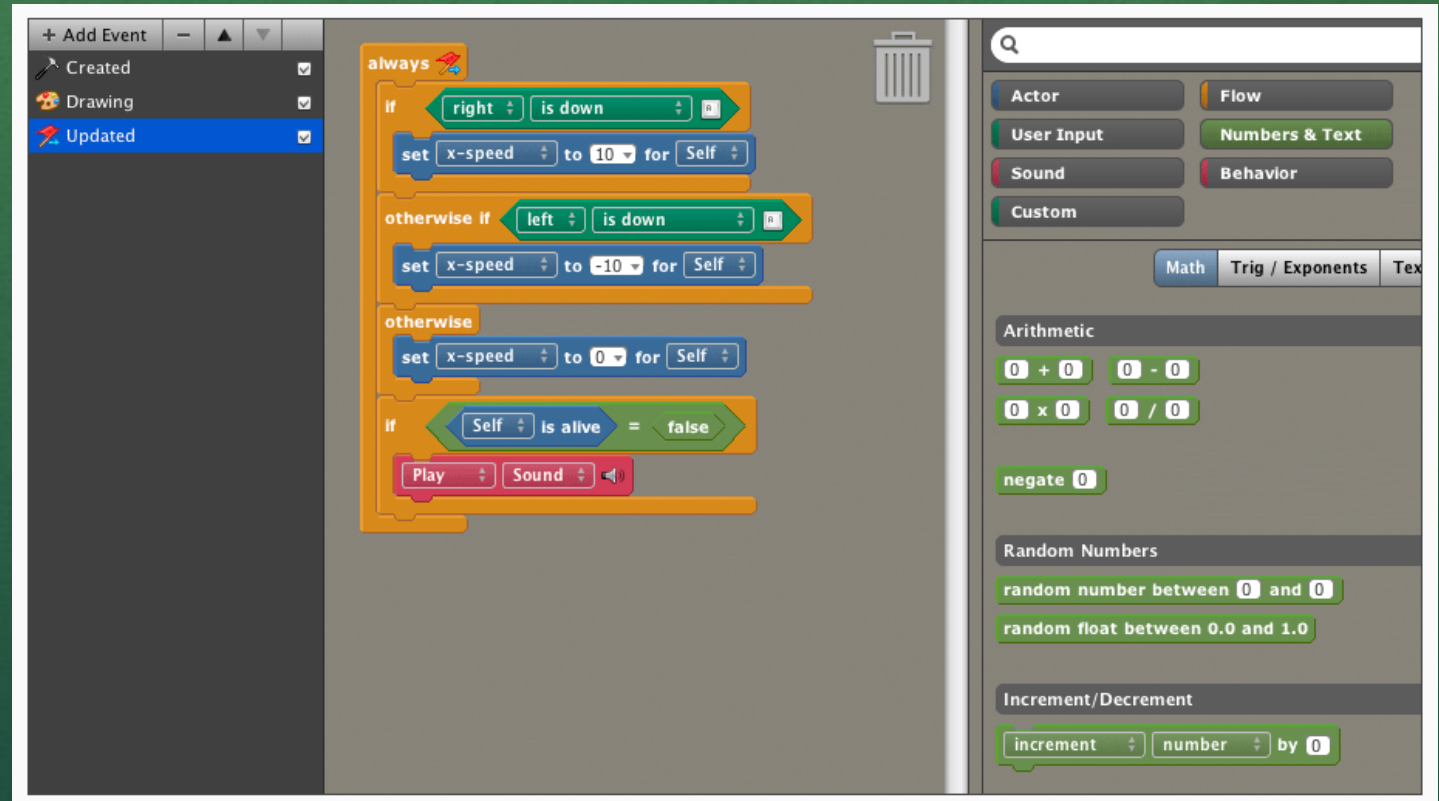
1. Mobile-based development



Stencyl

Teaches:

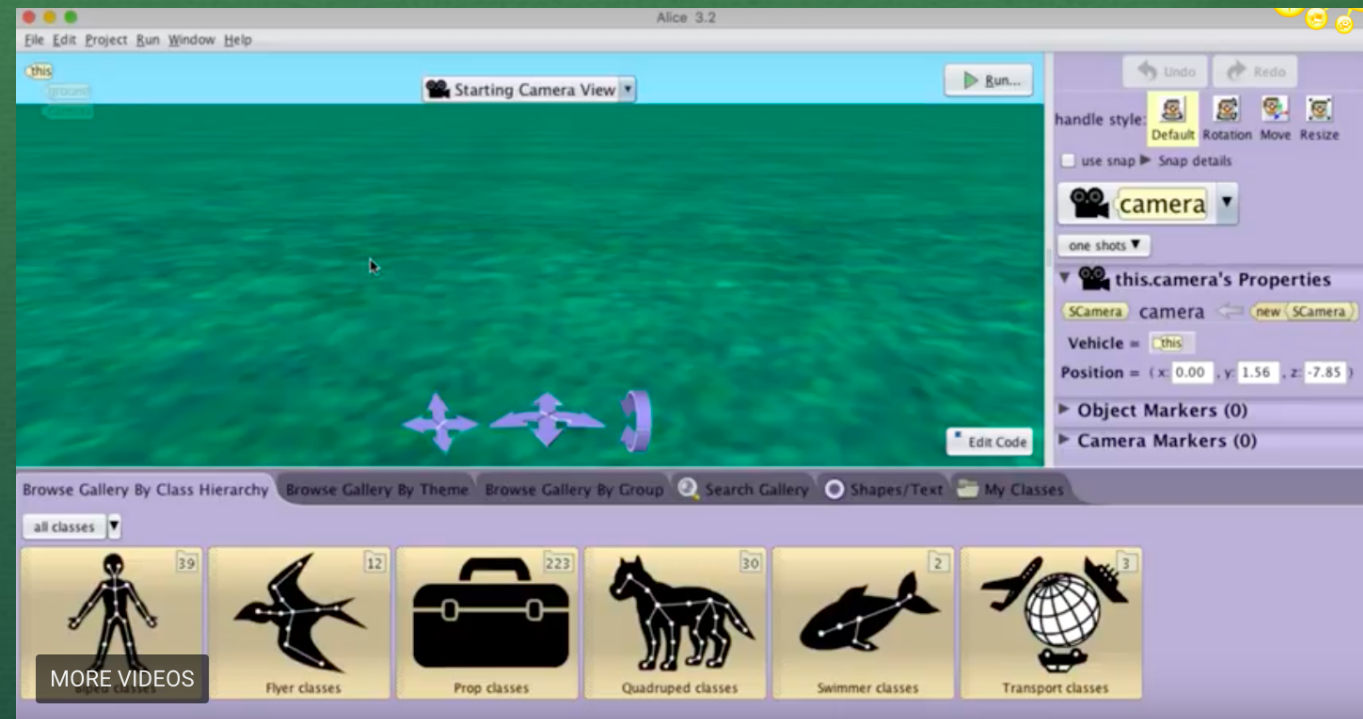
1. Block-based programming
2. Mobile phone development



Alice

Teaches:

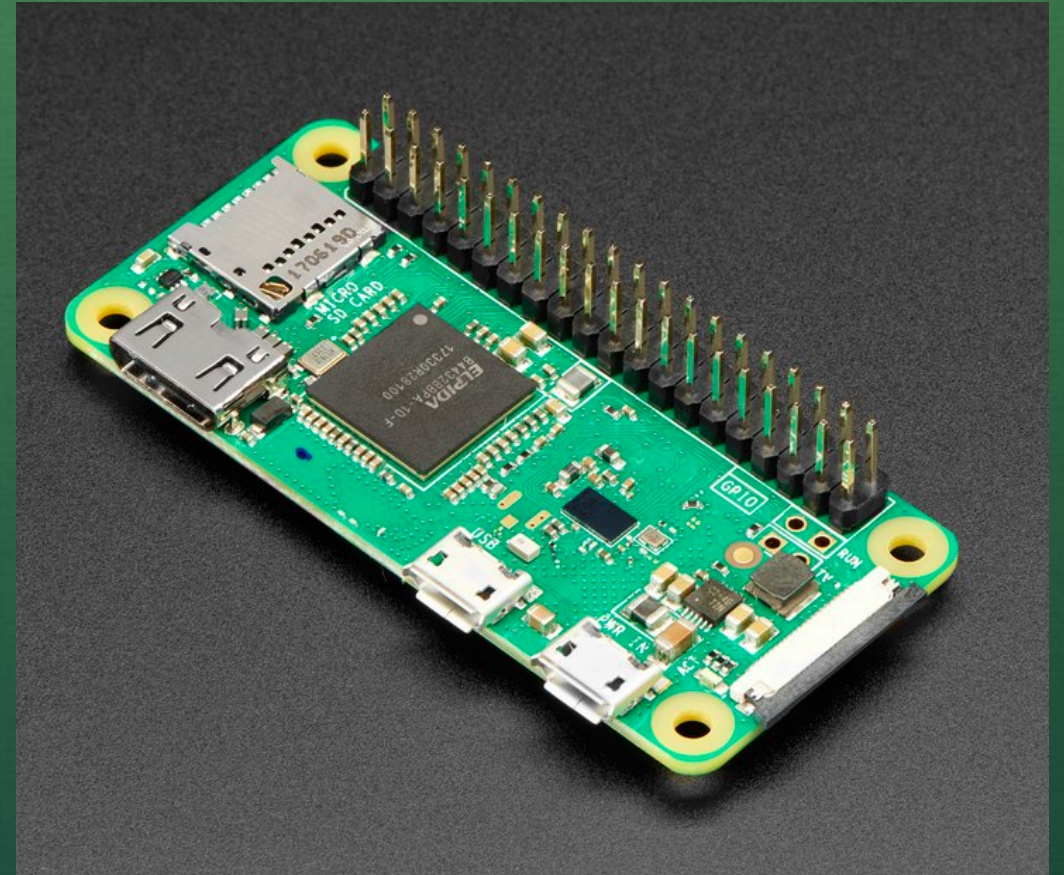
1. Block-based programming
2. 3D environment programming



Raspberry Pi

Teaches:

1. Everything computing – inside and out

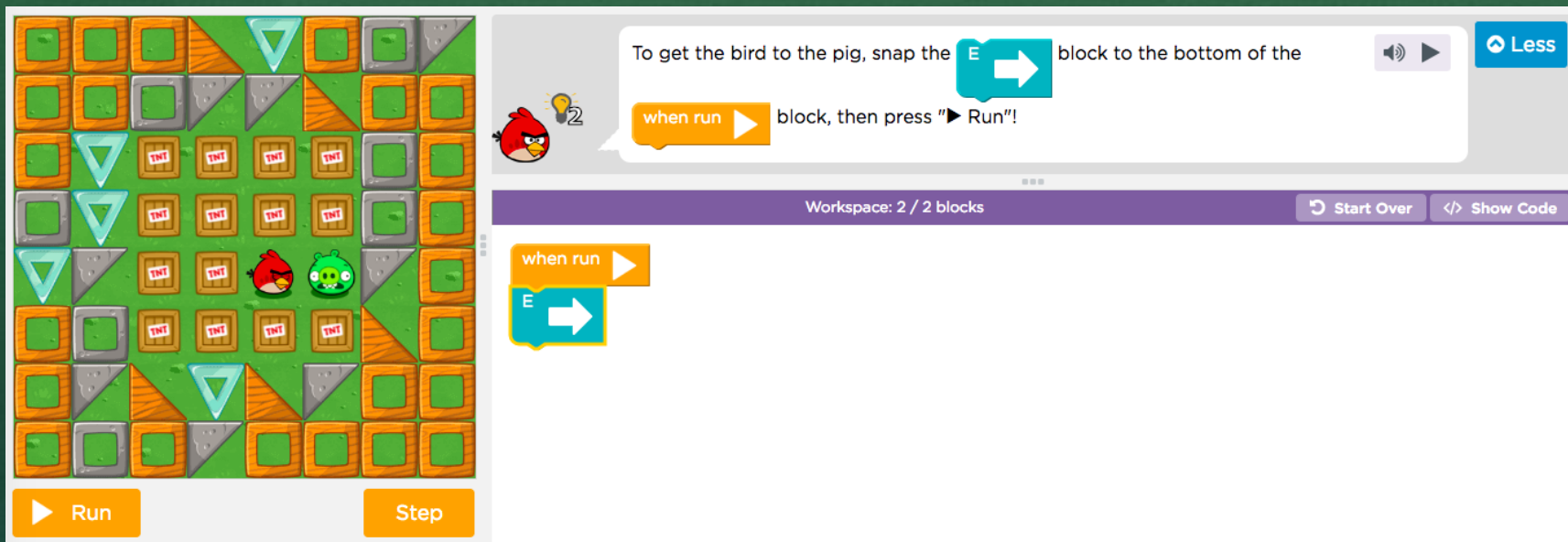


Online Resources

Code.org

- Online Computer Science and Internet Safety Courses (Free)
- Has Programs for K through High School

<https://code.org>



The screenshot displays the Code.org Scratch interface. On the left is a game level with a grid of blocks, TNT, and a red bird. On the right is the code workspace with a script area containing a 'when run' block and an 'E' block with a right arrow. A help tooltip is visible above the workspace, and a 'Less' button is in the top right corner.

To get the bird to the pig, snap the **E** block to the bottom of the

when run block, then press "Run"!

Workspace: 2 / 2 blocks

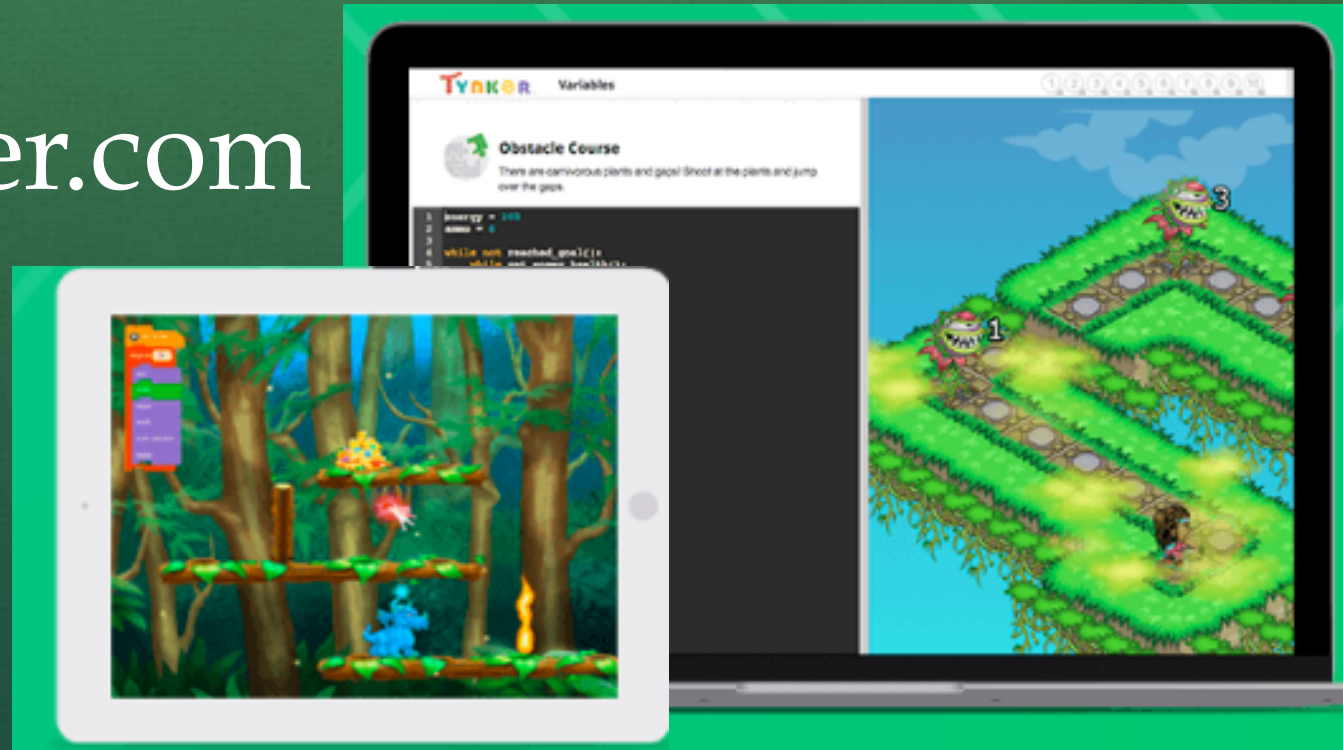
Start Over Show Code

Run Step

Tynker

- Online Computer Programming courses
- Elementary School level (7+)

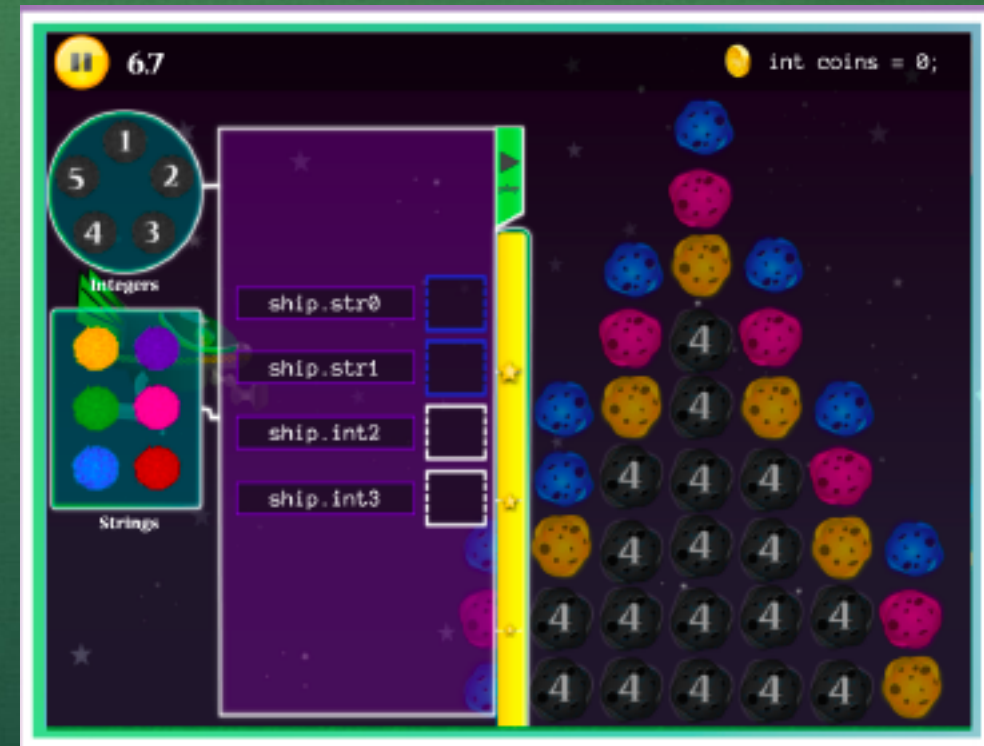
<https://www.tynker.com>



Kodable

- Games and activities (free)
- Ages 4 -10

<https://www.kodable.com>



More Online Options

- Code Avengers
- Code Combat
- Code Monster
- CodeAcademy
- Codemoji
- Khan Academy

In-person Resources

CoderDojo

- Live courses on a variety of topics
- Ages 7-17

<https://coderdojo.com>

Girls Who Code

- Clubs, courses, and camps
- Grades 3-12

<https://girlswhocode.com>

ScratchJr Family Days

- One day event for families

<https://www.scratchjr.org/outreach/about>

User Groups and Maker Spaces

<https://www.meetup.com/>

Upcoming Projects

Code Monkey Island

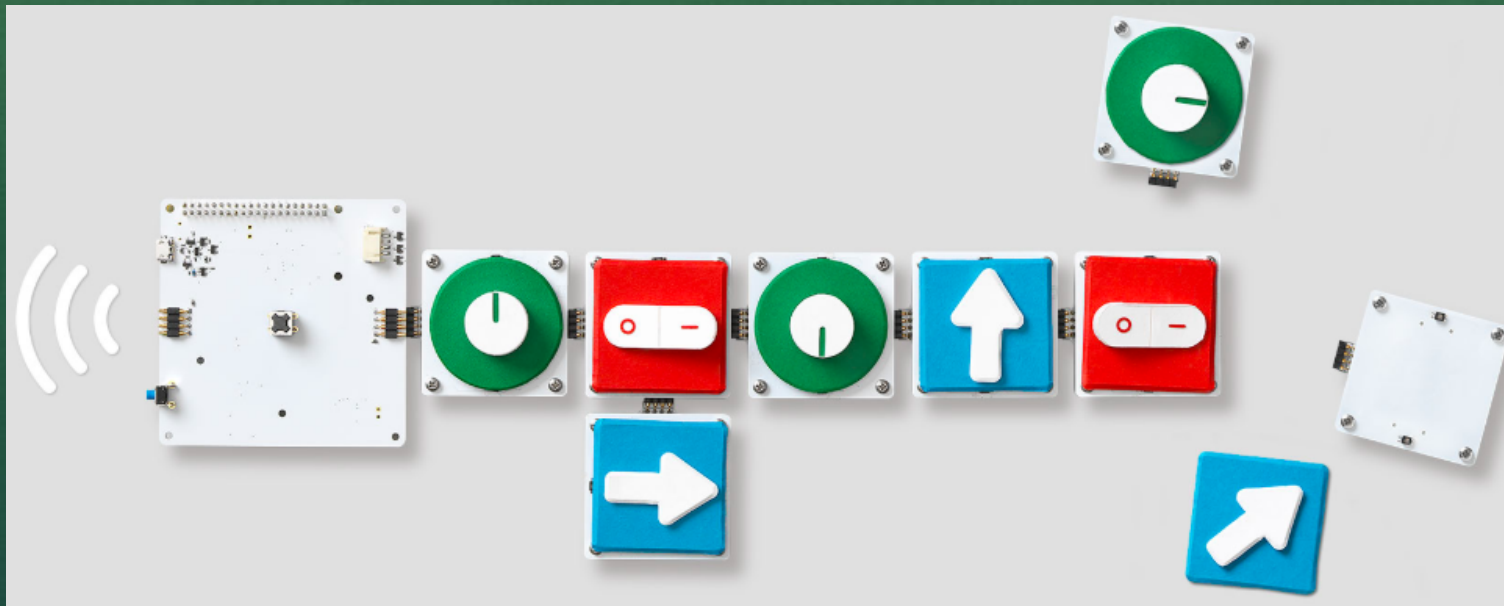
- Board game to teach programming concepts like Boolean operators, condition statements, and more.



Project Bloks

- Development Platform for creating new teaching tools

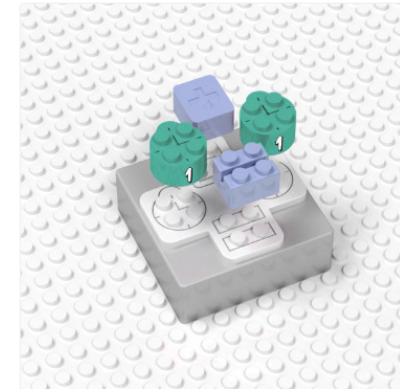
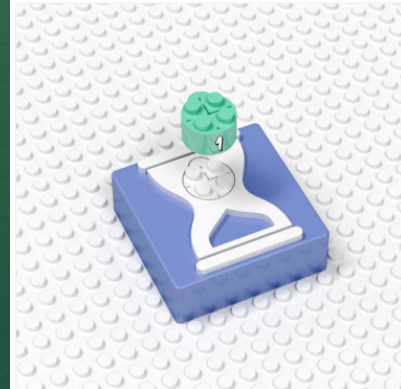
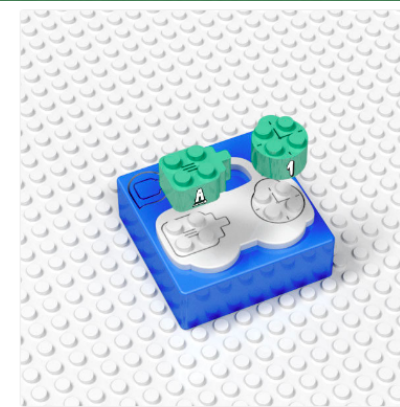
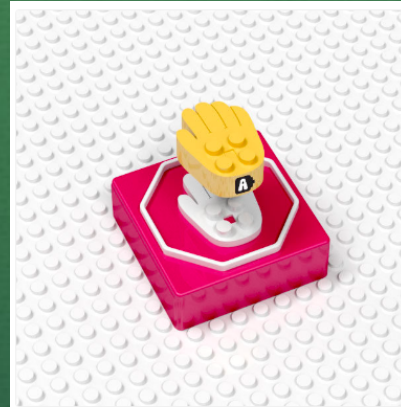
<https://projectbloks.withgoogle.com/>



AlgoBrix

Teaches:

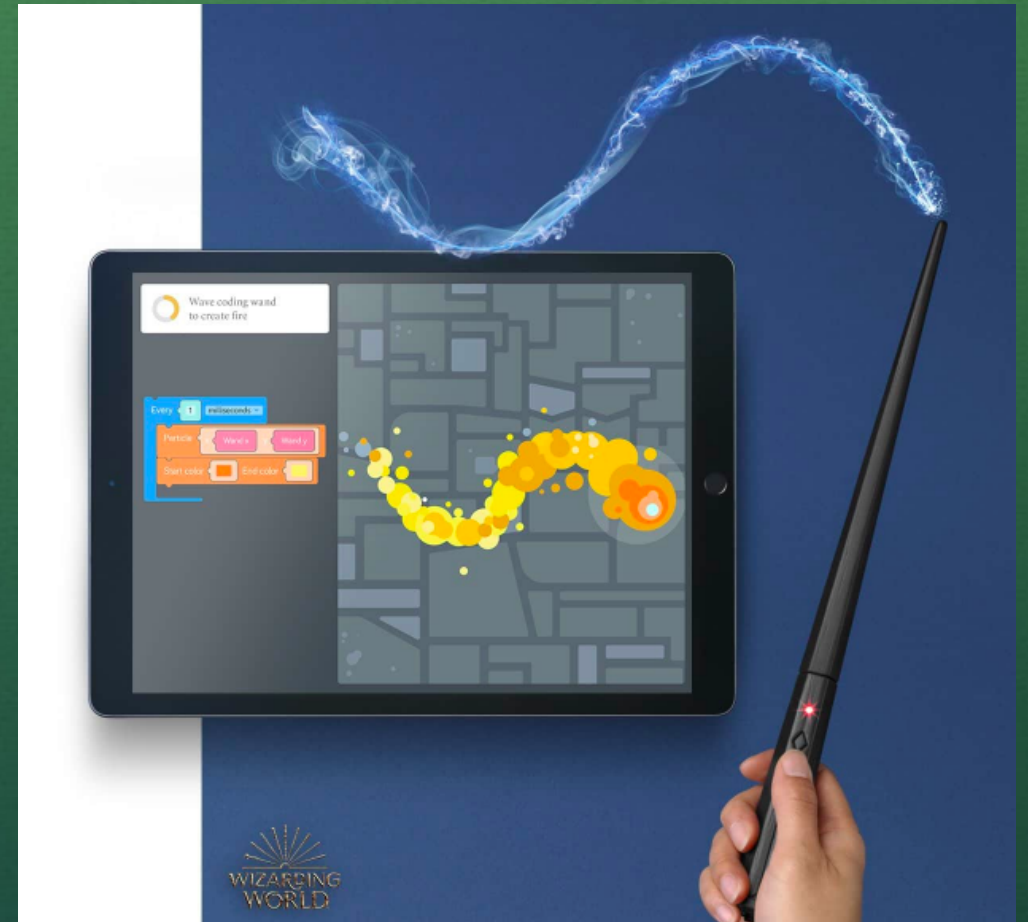
1. Using symbols to program actions
2. Order of actions
3. Number of repeating actions
4. Functions with parameters
5. Conditional statements



Kano Harry Potter Wand

Teaches:

1. Using symbols to program actions
2. Programming hardware components
3. Loops
4. Variables



Resources

1. AlgoBrix - <http://www.algobrix.com/>
2. Alice - <http://www.alice.org/>
3. Blockly - <https://developers.google.com/blockly/>
4. Botley - <https://www.learningresources.com/product/botley-the-coding-robot-activity-set-2935.do>
5. Code & Go Robot Mouse - <https://www.learningresources.com/product/learning+essentials--8482-+stem+robot+mouse+coding+activity+set.do>
6. Code Avengers - <https://www.codeavengers.com/>
7. Code Combat - <https://codecombat.com/>
8. Code Monkey Island - <http://codemonkeyplanet.com/>
9. Code Monster - <http://www.crunchzilla.com/code-monster>
10. Code.org - <https://code.org>
11. Code-a-pillar - <https://fisher-price.mattel.com/shop/en-us/fp/think-learn/think-learn-code-a-pillar-dkt39>
12. CodeAcademy - <https://www.codecademy.com/>
13. CoderDojo - <https://coderdojo.com/>
14. Codemoji - <https://www.codemoji.com/>
15. Cubelets - <https://www.modrobotics.com/cubelets/>
16. Cubetto - <https://www.primotoys.com/>
17. Girls Who Code - <https://girlswhocode.com>
18. Hello Ruby - <http://www.helloruby.com/>

Resources (cont.)

19. HopScotch - <https://www.gethopscotch.com/>
20. Kahn Academy - <https://www.khanacademy.org/computing/computer-programming>
21. Kano Harry Potter Wand - <https://kano.me/store/us/products/coding-wand>
22. Kodable - <https://www.kodable.com/>
23. Makey Makey - <https://makeymakey.com>
24. OSMO Coding Blocks - <https://playosmo.com/en/coding-family/>
25. Ozobot - <https://ozobot.com/>
26. Photon - <https://photonrobot.com/>
27. Programming = Better Math Skills + Fun -
<https://www.tynker.com/content/programming-better-math-skills-fun>
28. Project Blox - <https://projectbloks.withgoogle.com/>
29. Raspberry Pi Zero WH - <https://www.adafruit.com/product/3708>
30. Robot Turtles - <http://www.robotturtles.com/>
31. Scratch - <https://scratch.mit.edu/>
32. ScratchJr - <https://www.scratchjr.org/>
33. Snap Circuits Jr. - <https://www.amazon.com/Elenco-Snap-Circuits-Jr-SC-100/dp/B00DO9XIF8>
34. Sphero - <https://www.sphero.com/>
35. Stencyl - <http://www.stencyl.com/>
36. Swift Playgrounds - <https://www.apple.com/swift/playgrounds/>

Resources (cont.)

37. Teaching Kids to Code is Overrated - <http://fortune.com/2018/04/23/teaching-kids-coding-overrated/>
38. Tinker Crates - <https://www.kiwico.com/tinker>
39. Tynker - <https://www.tynker.com/>
40. Wonder Workshop Dot, Dash, and Cue - <https://www.makewonder.com/>

Find Me

Twitter: e3betht

Madison PHP User Group (Meetup)

<http://www.MadisonPHP.com> (@MadisonPHP)

Madison Web Design & Development Meetup

<http://www.MadWebDev.com> (@MadWebDev)

Feedback: <https://joind.in/talk/7428e>

Beth@TreelineDesign.com

Slides:

<http://www.TreelineDesign.com/slides>