Coding Whisperers

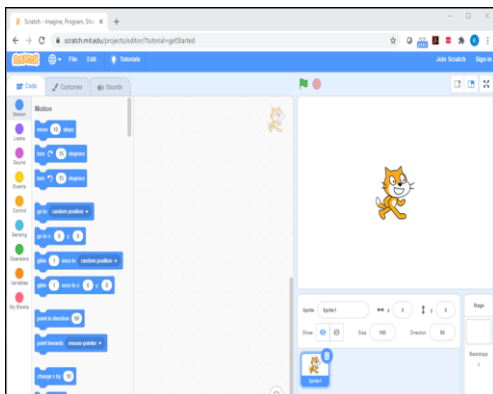| Supplemental Curriculum	Grades 3–5

Description
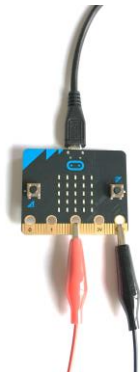
How do you make a video game?

Explore the world of coding and physical computing with Robert Barron and Brian Bradley as they use fun games to teach kids about the basics of coding and how to interact directly with computers. Hands on activities are appropriate for all levels and start with the very basics of coding and work up to more advanced challenges.
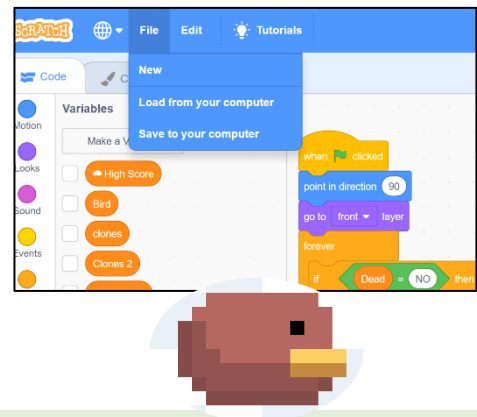
Main Investigations

Introduction to SRATCH	BBC micro:bit	Flappy Bird Hacked

Number of Lessons*

Supplemental program – minimum 5 lessons

Lesson = 30–40 min. block,

Best Suited For

- Classroom science instruction

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Parts List

Supplemental Unit	
Printed Materials	**Trade Books**
• Educator Guide • Individual *My STEM Explorer Notes™* notebooks • Individual *My STEM Stories™* notebooks • Timeline sheets • Introductory activity sheet **Provided Equipment & Materials** • *BBC micro:bit controllers (10)* • *Alligator clip wires* • *Micro USB cables (10)*	*No trade books are provided at this time.*
Experimental Materials Needed but NOT Provided	**Digital Resources**
• WiFi and Bluetooth compatible computers, laptops, or tablets • USB connection to an electronic device (to provide power). If not available, external batteries can be purchased. • Institutional permission to access SCRATCH (https://scratch.mit.edu/) • Institutional permission to access BBC micro:bit (https://microbit.org/)	• Electronic copies of printed materials[1] • How-To videos for investigations[1] • Easy-to-use links to publicly available videos and other information.

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