Grades 3-5 Course Recommendations

Choose the best starting point based on grade level, instructional goals, and prior experience, then continue through the programming courses as time allows. Supplemental courses can be used at any point.

3

START If students need a simpler entry point

Dragon Spells
10 Lessons | 67 Activities

Deepens coding skills as students solve challenges using loops, conditionals, functions, variables, and problem-solving strategies.

START Recommended grade 3 entry point

Programming 101
15 Lessons | 184 Activities

Introduces visual programming as students create stories, animations, and mini-games while learning events, loops, and basic conditionals.

Programming 102
16 Lessons | 106 Activities

Builds intermediate programming skills as students create games while learning layering, motion, collisions, and code-based drawing.

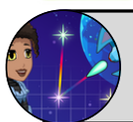
4

START If students are new to coding

Programming 101
15 Lessons | 184 Activities

Introduces visual programming as students create stories, animations, and mini-games while learning events, loops, and basic conditionals.

START If students have completed P101



Programming 102
16 Lessons | 106 Activities

Builds intermediate programming skills as students create games while learning layering, motion, collisions, and code-based drawing.

5

START Recommended grade 5 entry point

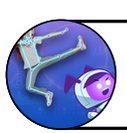
Programming 201
17 Lessons | 98 Activities

Introduces programming as students build games while learning motion, animation, and interactive program design.

Programming 202
16 Lessons | 87 Activities

Builds advanced programming skills as students create games using physics, collisions, motion, and math-based drawing.

SUPPLEMENTAL (USE ACROSS GRADE BAND)



Artificial Intelligence 101
Introduces AI and machine learning as students build apps, games, and effects.

STEM Courses (3-5)
Integrate coding projects into Math, Life Science, Physical Science, Earth Science, Social Studies, and English.

Weekly Projects
Rotating seasonal and creative projects using block coding, with some projects available in text-based coding.

All About Computers II (3-5)
Introduces digital literacy concepts through videos, like networks and systems, data use, and digital citizenship.

Additional courses and activities are available in the Tynker catalog.