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Dragon Spells 10 Lessons | 67 Activities

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



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.

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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.



Artificial Intelligence 101 5 Lessons | 25 Activities

Introduces AI and machine learning as students build webcam-powered apps, games, and effects while learning how AI models work.

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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.



All About Computers II (3-5)

Introduces digital literacy concepts through videos, like networks and systems, data use, and digital citizenship.



STEM Courses (3-5)

Integrates programming projects into Math, Life Science, Physical Science, Earth Science, Social Studies, and English.