



from  CodeHS

Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Alabama Kindergarten Computer Science

1 Unplugged Exploration

-  [Sequences \(Unplugged\)](#)
-  [Coding Card Game: Sequences](#)
-  [Coding Card Game: Sequences 2](#)
-  [Acting with Events](#)

2 Getting Started

- [Welcome to CodeHop!](#)
- [Mouse Practice](#)
- [Keyboard Introduction](#)
-  [Computer Basics: Introduction](#)
-  [Introduction to Responsible Technology Use](#)
-  [Computational Thinking: Morning Routines](#)

3 Programming Introduction

- [Scout Adventures 1: Introducing Scout](#)
- [Scout Adventures 2: Scout Starts Exploring](#)
- [Scout Adventures 3: Scout Meets a Friend](#)
- [Scout Adventures 4: Scout Explores the Forest](#)
- [Scout Adventures 5: Scout and Bluebird Help](#)
- [Scout Adventures 6: Scout Celebrates with Friends](#)

4 Sequences and Events

- [Drawing Tools: Fairy Tale Painting](#)
- [Introduction to Events](#)
- [Sequences: Snowball Fight](#)
- [What Can Data Tell Us?](#)
- [Events: Submarine Sequences](#)
- [Introduction to Show and Hide Blocks](#)
- [Introduction to Grow and Shrink Blocks](#)

5 Pages

- [Introduction to Pages](#)
- [Pages: Dragon Story](#)
- [Using the Go To Page Block](#)

6 Block Exploration

- [Introduction to Speed Blocks](#)
- [Animal Sounds](#)
- [Debugging: Events and Motion](#)

7 Loops

- [Loops](#)
- [Forever Loops: Fireworks](#)

8 Culmination Project

- [Wildlife Scene Project](#)

Digital Literacy

-  [Keeping Information Safe](#)
-  [Introduction to Research](#)
-  [Types of Software](#)
-  [Using Networks to Connect](#)
- [What is AI?](#)
-  [Sorting with Decision Trees](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Alabama 1st Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)

[Scout Adventures 1: Introducing Scout](#)

[Scout Adventures 2: Scout Starts Exploring](#)

[Scout Adventures 3: Scout Meets a Friend](#)

[Scout Adventures 4: Scout Explores the Forest](#)

[Scout Adventures 5: Scout and Bluebird Help](#)

[Scout Adventures 6: Scout Celebrates with Friends](#)

2 Getting Started

 [Exploring Responsible Technology Use](#)

 [Computer Basics: Exploration](#)

 [Computational Thinking: Evening Routines](#)

3 Sequences and Events

[Events](#)

[Hide and Seek Game](#)

[Grow and Shrink Blocks in Motion](#)

[Data Patterns and Predictions](#)

[Introduction to the Wait Block](#)

[Introduction to Debugging](#)

[Two-Step Dance & Feedback](#)

4 Loops

[Introduction to Repeat Loops](#)

[Loops: Catching Butterflies](#)

[Forever Loop Dance Party](#)

Optional Unplugged Loops Activities

 [Coding Card Game: Loops](#)

 [Coding Card Game: Loops 2](#)

5 Message Events

[Introduction to Message Events](#)

[Message Events: Simon Says](#)

[Speed Block: Bouncy Ball](#)

6 Pages

[Pages: Create a Tapping Game](#)

[Create a Mini Golf Game](#)

[Digital Greeting Card](#)

7 Grid

[Grid: Solving Mazes](#)

[End Block: Program a Race](#)

[Positive Online Behavior](#)

[Grid: Arctic Animation](#)

8 Culmination Projects

[About Me Project](#)

[River Crossing Game](#)

Digital Literacy

[Keyboarding Basics](#)

[Guided Research](#)

 [Data Storage and Files Practice](#)

 [Networks and the Internet](#)

[Machine Learning: What is a Blog?](#)

 [How AI Helps Us](#)

[Sorting with Charts](#)

Lesson Key

-  Elective Lesson
-  Multi-Day Lesson
-  1-Day Lesson
-  Unplugged Lesson

Alabama 2nd Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)
[Introduction to ScratchJr](#)
[Events](#)
[Introduction to Repeat Loops](#)
[Forever Loop Dance Party](#)
[Introduction to Message Events](#)

2 Getting Started

-  [Computer Basics: Connections](#)
-  [Practicing Responsible Technology Use](#)
-  [Computational Thinking: School Day Routines](#)

3 Sequences & Events

[Debugging: Events and Sequences](#)
[Introduction to the Grid](#)
[Impacts of Computing: Changing World](#)
[Tap-a-Mole Game](#)
[Careers in CS: Litter Free Communities](#)

4 Message Events

[Message Events: Scout Plays in the Forest](#)
[Programming a Cycle](#)
[Pages: Scout's Travels](#)

5 Loops

[Loops: Follow the Path](#)
[Making a Timer](#)
[Algorithms: Connecting a Path](#)
[Exploring the Design Process](#)

6 Culmination Projects

[Code Block Review](#)
[Maze Game Project](#)
[Collaborating Digitally](#)

7 Preparing for Next Year

-  [Coding Card Game: Conditionals](#)
-  [Coding Card Game: Conditionals 2](#)
- [From CodeHopJr to CodeHop Blocks](#)

Productivity Software

[Exploring Word Processing](#)
[Exploring Presentations](#)
[Exploring Spreadsheets](#)

Digital Literacy

[Keyboarding Basics](#)
 [Responsible Digital Citizens](#)
 [Password Protectors](#)
[Advanced Data and Programming](#)
[Choice Research](#)
[Exploring Computer Networks](#)
 [What Can AI Do?](#)
[Machine Learning: Autodraw](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Alabama 3rd Grade Computer Science

1 Getting Started

[Welcome to CodeHop!](#)

 [Introduction to Computing Systems](#)

 [Computational Thinking: Design an Obstacle Course](#)

2 Programming Exploration

[Scout's Programming Expedition Part 1](#)

[Scout's Programming Expedition Part 2](#)

[Scout's Programming Expedition Part 3](#)

[Scout's Programming Expedition Part 4](#)

3 Sequences and Events

[Sequences: Parallel Programming](#)

[Broadcast Messages: Marco Polo](#)

4 Loops

[Loops](#)

[Debugging: Events and Loops](#)

5 Conditionals

[Introduction to Conditionals](#)

[Complex Conditionals: Chase the Star](#)

6 Variables

[Variables](#)

[Introduction to Comparison Operators](#)

[I-Spy with Lists](#)

[Inquiry Project: Survey Bar Graph](#)

7 Functions

[Introduction to Functions](#)

[Functions Dance Project](#)

8 Culmination Project

[Introduction to Design Thinking](#)

Computing & Society

[Developing Keyboarding Skills](#)

[Impacts of Computing: Introduction](#)

[Digital Footprint Basics](#)

Systems & Security

[Cybersecurity Introduction](#)

[Introduction to Cryptography](#)

[Modeling Network Connections](#)

Research & Data

[What Can I Use Online?](#)

[Research: Informational Programs](#)

Artificial Intelligence

[Creating Smart Machines](#)

[Ask AI Better Questions](#)

[Design Thinking: AI Chatbots](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Alabama 4th Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)
[Introduction to Computer Science](#)
[The Coordinate Plane](#)

2 Getting Started

[Exploring Computing Systems](#)
 [Computational Thinking: Design a School](#)

3 Sequences and Events

[Events: Dot in Space](#)
[Creating Algorithms](#)
[Pair Programming: Create a Band](#)
[Broadcast Messages: Tell a Joke](#)

4 Loops

[Loops: Catch the Ball](#)
[Debugging: Mazes](#)

5 Conditionals

[Conditionals: Underwater Exploration](#)
[Create a Drawing App](#)
[Game Mechanics with Comparison Operators](#)

6 Variables and Lists

[Scout's Quest: Variables](#)
[Lists: Spelling Bee](#)
[Inquiry Project: Data Bar Graph](#)

7 Clones and Functions

[Introduction to Clones](#)
[Scout's Quest: Functions with Boolean Inputs](#)

8 Culmination Projects

[Click-a-Mole](#)
[Designing Solutions for Accessibility](#)

Computing & Society

[Developing Keyboarding Skills](#)
[Impacts of Computing: Exploration](#)
[Standing Up to Cyberbullying](#)
 [Screen Time: Protecting Relationships](#)
[Managing Digital Footprints](#)
[Exploring Digital Etiquette and Communication](#)

Systems & Security

[Online Risks & Protection](#)
 [Exploring Cryptography](#)
 [File Management and Data in Action](#)
 [Networks, Packets, and the Internet](#)

Research & Data

[Give Credit When You Use It](#)
[Data Investigators](#)

Artificial Intelligence

 [How Machines Learn](#)
 [Ethical and Responsible Use of Generative AI](#)
[Creating AI Prompts](#)

Lesson Key

- Elective Lesson
- Multi-Day Lesson
- 1-Day Lesson
-  Unplugged Lesson

Alabama 5th Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)
[Introduction to Computer Science](#)
[The Coordinate Plane](#)
[Drawing Tools](#)

2 Getting Started

[Practicing with Computing Systems](#)
 [Computational Thinking: Design a Neighborhood](#)

3 Sequences and Events

[Compare and Refine Algorithms](#)
[Careers in CS: Major League Baseball](#)

4 Loops

[Creating Turtle Graphics](#)
[Animation Loops Project](#)

5 Conditionals

[Conditionals: Mazes](#)
[Giving Credit Through Attributions](#)

6 Variables and Lists

[Variables in Dance](#)
[Lists: Shopping with Scout](#)
[Inquiry Project: Line Graph](#)

7 Clones and Functions

[Clones: Throwing Acorns Game](#)
[Functions: About Me](#)

8 Culmination Project

[Design an App](#)

Computing & Society

[Developing Keyboarding Skills](#)
[Impacts of Computing: Innovation](#)
 [Digital Responsibility: Owning Your Choices](#)
 [Reporting Cyberbullying](#)
[Digital Reputation and Identity](#)
[Digital Etiquette and Teamwork](#)

Systems & Security

[Cybersecurity and Privacy](#)
 [Cryptography Escape Room](#)
 [File Management and Data Exploration](#)
 [Networks and Protocols](#)

Research & Data

[Data Analysts](#)
[Use and Search the Right Way](#)
[Research: Effective Keywords](#)

Artificial Intelligence

 [Humans Vs. Machines](#)
 [AI Products: Ethical and Responsible Choices](#)
[Machine Learning: Analyzing](#)