



from  CodeHS

Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Colorado Kindergarten Computer Science

1 Getting Started

[Welcome to CodeHop!](#)

[Mouse Practice](#)

[Keyboard Introduction](#)

 [Computational Thinking: Morning Routines](#)

 [Computer Basics: Introduction](#)

2 Getting Started: Programming

[Drawing Tools: Fairy Tale Painting](#)

[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](#)

3 Digital Literacy

[Being Kind Online](#)

 [Introduction to Responsible Technology Use](#)

 [Keeping Information Safe](#)

[What Can Data Tell Us?](#)

 [Sorting with Decision Trees](#)

 [Introduction to Data Storage and Files](#)

 [Using Networks to Connect](#)

Programming Exploration

 [Coding Card Game: Sequences](#)

 [Acting with Events](#)

[Introduction to Events](#)

[Sequences: Snowball Fight](#)

[Introduction to Grow and Shrink Blocks](#)

[Introduction to Pages](#)

[Introduction to Speed Blocks](#)

[Loops](#)

[Introduction to Research](#)

[Introduction to the Design Process](#)

Interdisciplinary Exploration

[Our Responsibilities](#)

[Phonics: Letter Sounds](#)

[Draw and Tell](#)

[How Living Things Survive](#)

[Story Problems: Add and Subtract within 10](#)

[Decompose Numbers Up to 10](#)

[Creating Shapes](#)



from  CodeHS

Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Colorado 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

 [Computational Thinking: Evening Routines](#)

 [Computer Basics: Exploration](#)

3 Getting Started: Programming

[Events](#)

[Sequences: Digital Responsibilities](#)

[Introduction to Debugging](#)

[Drawing Tools: Nature Walk](#)

4 Digital Literacy

[Positive Online Behavior](#)

 [Exploring Responsible Technology Use](#)

[Giving Credit through Attributions](#)

 [Data Storage and Files Practice](#)

[Basic Data and Programming](#)

[Guided Research](#)

 [Networks and the Internet](#)

 [Types of Software](#)

5 Programming Exploration

[Grow and Shrink Blocks in Motion](#)

[Introduction to the Wait Block](#)

[Practicing the Design Process](#)

[Introduction to Repeat Loops](#)

 [Debugging](#)

[Introduction to Message Events](#)

[Pages: Create a Tapping Game](#)

[Grid: Solving Mazes](#)

[Create a Mini Golf Game](#)

[Variables: Storing Data with Symbols](#)

[River Crossing Game](#)

Interdisciplinary Exploration

[Economic Choices](#)

[Light and Shadows](#)

[Phases of the Moon](#)

[Phonics: Digraphs](#)

[Original Story Animations - Personal Story](#)

[Patterns and Music](#)

[Greater Than and Less Than: Two-Digit Numbers](#)

[Telling Time](#)



from  CodeHS

Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Colorado 2nd Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)

[Introduction to Programming](#)

[Events](#)

[Introduction to Repeat Loops](#)

2 Getting Started

 [Computational Thinking: School Day Routines](#)

 [Computer Basics: Connections](#)

 [Practicing Responsible Technology Use](#)

3 Getting Started: Programming

[Debugging: Events and Sequences](#)

[Introduction to the Grid](#)

[Loops: Follow the Path](#)

[Careers in CS: Litter Free Communities](#)

4 Digital Literacy

 [Responsible Digital Citizens](#)

[Impacts of Computing: Changing World](#)

 [What Can AI Do?](#)

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

[Machine Learning: Autodraw](#)

 [How AI Helps Us](#)

[Data Patterns and Predictions](#)

[Choice Research](#)

[Exploring Word Processing](#)

[Exploring Presentations](#)

[Exploring Spreadsheets](#)

[Managing Data Storage and Files](#)

[Exploring Computer Networks](#)

5 Programming Exploration

[Message Events: Scout Plays in the Forest](#)

[Pages: Scout's Travels](#)

[Two-Step Dance and Feedback](#)

[Algorithms: Connecting a Path](#)

[Exploring the Design Process](#)

[Racing Game](#)

Interdisciplinary Exploration

[Cardinal Directions](#)

[Seed Dispersal](#)

[Preventing Erosion](#)

[Build a Sentence](#)

[Storytelling Animations](#)

[Place Value: Ones, Tens, and Hundreds](#)

[Divide Shapes into Equal Parts](#)

[Events and Money](#)

Lesson Key

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

Colorado 3rd Grade Computer Science

1 Getting Started

Welcome to CodeHop!

-  Computational Thinking: Design an Obstacle Course
-  Introduction to Computing Systems

2 Getting Started: Programming

Drawing Tools

- 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 Digital Literacy

Spotting Cyberbullying

- Digital Responsibility: Getting Started
- Digital Footprint Basics
-  Cybersecurity Introduction
- Data Detectives
-  File Management and Data
- Modeling Network Connections
-  AI Products: Ethical and Responsible Choices

Programming Exploration

- | | |
|--|---|
| <u>Sequences: Parallel Programming</u> | <u>Introduction to Conditionals</u> |
| <u>Events</u> | <u>Variables</u> |
| <u>Broadcast Messages: Marco Polo</u> | <u>Introduction to Comparison Operators</u> |
| <u>Loops</u> | <u>Introduction to Functions</u> |
| <u>Debugging: Events and Loops</u> | <u>I-Spy with Lists</u> |
| <u>Loops: Falling Objects</u> | |

Interdisciplinary Exploration

- | | |
|--|--|
| <u>Geographic Effects on Early Civilizations</u> | <u>Animating Poetry</u> |
| <u>Communities Adapt to & Modify Their Environment</u> | <u>Animating Sprites with Multiplication</u> |
| <u>Weather and Climate</u> | <u>Adding with Loops</u> |
| <u>Exploring Adaptations</u> | <u>Classifying Shapes by Category</u> |

Lesson Key

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

Colorado 4th Grade Computer Science

1 Optional Review

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

2 Getting Started

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

3 Getting Started: Programming

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

4 Digital Literacy

- [Managing Digital Footprints](#)
- [Impacts of Computing: Exploration](#)
-  [Online Risks and Protection](#)
- [Data Investigators](#)
- [Inquiry Project: Data Bar Graph](#)
-  [File Management and Data in Action](#)
-  [Networks, Packets, and the Internet](#)
- [Design Thinking: AI Chatbots](#)

5 Programming Exploration

[Broadcast Messages: Tell a Joke](#)
[Choose Your Own Path: Elements of Culture](#)
[Game Effects](#)
[Scout's Quest: Conditionals](#)
[Scout's Quest: Variables](#)
[Introduction to Clones](#)
[Scout's Quest: Functions with Boolean Inputs](#)
[Designing Solutions for Accessibility](#)

Interdisciplinary Exploration

Cause and Effect	Exploring Point of View
State Project	Unit Converter
How We See: Light Reflection	House Design with Area and Perimeter
Creative Storytelling	Classifying Quadrilaterals in a Hierarchy

Lesson Key

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

Colorado 5th Grade Computer Science

1 Optional Review

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

2 Getting Started

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

3 Getting Started: Programming

[Events: Traveling with Scout](#)
[Debugging: Make a Pizza](#)
[Pair Programming: Create a Band](#)

4 Digital Literacy

-  [Reporting Cyberbullying](#)
[Cybersecurity & Privacy](#)
-  [Cybersecurity Policies and Laws](#)
[Data Analysts](#)
-  [Networks and Protocols](#)
-  [Humans Vs. Machines](#)
[How Machines Learn](#)

5 Programming Exploration

[Compare and Refine Algorithms](#)
[Creating Turtle Graphics](#)
[Conditionals: Mazes](#)
[Operators: Coin Flip](#)
[Game Mechanics with Comparison Operators](#)
[Giving Credit through Attributions](#)
[Clones: Throwing Acorns Game](#)
[Classes and Objects in Games](#)
[Functions: About Me](#)
[Design an App](#)

Interdisciplinary Exploration

Rights and Responsibilities	Connecting Ideas in Informational Texts
Star Brightness and Distance	Multiplying and Dividing Fractions
Balanced Ecosystems	Evaluate Algebraic Equations
Digital Venn Diagram	Rates and Unit Rates
Multimedia Book Report	