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from CodeHS

Lesson Key

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

Kindergarten Computer Science

1 Unplugged Exploration

- Sequences
- Coding Card Game: Sequences
- Acting with Events
- Computational Thinking: Morning Routine

2 Getting Started

- Welcome to CodeHop!
- Mouse Practice
- Keyboard Introduction

3 Introduction to Programming

- Scout Adventures: Introducing Scout
- Scout Adventures: Scout Starts Exploring
- Scout Adventures: Scout Meets a Friend
- Scout Adventures: Scout Explores the Forest
- Scout Adventures: Scout and Bluebird Help
- Scout Adventures: Scout Celebrates with Friends

4 Sequences & Events

- Drawing Tools: Fairy Tale Painting
- Introduction to Events
- Sequences: Snowball Fight
- Draw and Tell
- Our Responsibilities
- Introduction to Show and Hide Blocks

Introduction to Programming and Sequences & Events Quiz

5 Pages

- Introduction to Pages
- Using the Go to Page Block

6 Block Exploration

- Transportation Speeds and Sounds
- Introduction to the Design Process
- Debugging: Events and Motion

Pages and Block Exploration Quiz

7 Loops

- Loops
- Forever Loops: Fireworks

Loops Quiz

8 Computing Systems

- Computer Basics: Introduction
- Types of Software

Computing Systems Quiz

9 Safety & Responsiblity

- Keeping Information Safe
- Introduction to Responsible Tech Use

Safety and Responsibility Quiz

10 Data & Analysis

- What Can Data Tell Us?

Data & Analysis Quiz

11 Impacts of Computing

- Impacts of Computing: Daily Life
- Careers in CS: Spacecraft Design

Impacts of Computing Quiz

12 AI Exploration

- What is AI?
- Sorting with Decision Trees
- Machine Learning: What is a Blorg?

AI Exploration Quiz

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Lesson Key

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- Multi-Day Lesson
- 1-Day Lesson
- Unplugged Lesson
- Quiz

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
- Mouse Practice: Level Up!

3 Sequences & Events

- Drawing Tools: Nature Walk
- Events
- Sequences: Digital Responsibilities
- Hide and Seek Game
- Grow and Shrink Blocks in Motion
- Introduction to the Wait Block
- Practicing the Design Process
- Introduction to Debugging

Sequences & Events Quiz

4 Loops

- Introduction to Repeat Loops
- Debugging
- Loops: Catching Butterflies

5 Message Events

- Introduction to Message Events
- Message Events: Simon Says
- Speed Block: Bouncy Ball

Loops and Message Events Quiz

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

Pages and Grid Quiz

8 Culmination Project

- About Me Project

9 Computing Systems

- Computer Basics: Exploration
- Networks and the Internet

Computing Systems Quiz

10 Safety & Responsibility

- Password Protectors
- Exploring Responsible Technology Use
- Giving Credit Through Attributions

Safety and Responsibility Quiz

11 Data & Analysis

- Basic Data and Programming
- Guided Research
- Data Patterns and Predictions

Data & Analysis Quiz

12 Impacts of Computing

- Impacts of Computing: Our Community
- Careers in CS: Litter Free Communities

Impacts of Computing Quiz

13 AI Exploration

- What Can AI Do?
- Sorting with Charts

AI Exploration Quiz

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Lesson Key

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

2nd Grade Computer Science

1 Optional Review

- Welcome to CodeHop!
- Introduction to Programming
- Events
- Introduction to Repeat Loops
- Forever Loop Dance Party
- Introduction to Message Events

2 Getting Started

- Computational Thinking: School Day Routines

Getting Started & Sequences and Events Quiz

3 Sequences & Events

- Introduction to the Grid
- Tap-a-Mole Game
- Debugging: Events and Sequences

4 Loops

- Loops: Follow the Path
- Making a Timer
- Two-Step Dance & Feedback
- Algorithms: Connecting a Path

Loops Quiz

5 Message Events

- Message Events: Scout Plays in the Forest
- Programming a Cycle
- Pages: Scout's Travels
- Debugging: Message Events and Loops
- Exploring the Design Process

Message Events Quiz

6 Culmination Projects

- Code Block Review
- Racing Game
- Moving Targets Game

7 Computing Systems

- Computer Basics: Connections
- Exploring Computer Networks

Computing Systems Quiz

8 Safety & Responsiblity

- Responsible Digital Citizens
- Practicing Responsible Technology Use

Safety & Responsibility Quiz

9 Data & Analysis

- Data Explorers
- Managing Data Storage and Files
- Choice Research

Data & Analysis Quiz

10 Impacts of Computing

- Careers in CS: Coding for Fashion-Retail
- Impacts of Computing: Changing World

Impacts of Computing Quiz

11 AI Exploration

- How AI Helps Us
- Machine Learning: AutoDraw

AI Exploration Quiz

12 Preparing for Next Year

- From CodeHopJr to CodeHop Blocks
- From CodeHopJr to CodeHop Blocks: Part 2
- Variables: Keeping Score

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Lesson Key

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

3rd Grade Computer Science

1 Optional Review

- Welcome to CodeHop!
- 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 & Events

- Sequences: Parallel Programming
- Costumes, Backdrops, and Animations
- Introduction to Design Thinking

Sequences & Events Quiz

4 Loops

- Loops
- Loops: Falling Objects
- Remixing Programs
- Debugging: Events and Loops

Loops Quiz

5 Conditionals

- Introduction to Conditionals
- Platform Game Design

Conditionals Quiz

6 Variables & Lists

- Variables
- Introduction to Comparison Operators
- I-Spy with Lists

Variables & Lists Quiz

7 Functions

- Introduction to Functions
- Functions Dance Project

Functions Quiz

8 Computing Systems

- Modeling Network Connections
- Introduction to Computing Systems

9 Safety & Responsibility

- Digital Footprint Basics
- Cybersecurity Introduction
- My Screen Balance Plan

Computing Systems, Safety & Responsibility Quiz

10 Data & Analysis

- Data Detectives
- Inquiry Project: Survey Bar Graph

Data & Analysis Quiz

11 Impacts of Computing

- Impacts of Computing: Introduction
- Technology Timeline
- Careers in CS: Health and Fitness

Impacts of Computing Quiz

12 AI Exploration

- Introduction to Training AI
- Ask AI Better Questions

AI Exploration Quiz



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4th Grade Computer Science

Lesson Key

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

1 Optional Review

- Welcome to CodeHop!
- Introduction to Computer Science
- Drawing Tools: Sea Creatures
- Computational Thinking: Design a School

2 Sequences & Events

- Creating Algorithms
- Pair Programming: Create a Band
- Choose Your Own Path: Elements of Culture

Sequences & Events Quiz

3 Loops

- Debugging: Mazes

4 Conditionals & Operators

- Game Effects
- Create a Maze

5 Variables & Lists

- Pong Game

Conditionals & Operators, Variables & Lists Quiz

6 Story-Based Quest

- Scout's Quest: Functions with Boolean Inputs
- Scout's Quest: Variables
- Scout's Quest: Functions with Number Inputs
- Scout's Quest: Conditionals

Functions Quiz

7 Culmination Projects

- Designing Solutions for Accessibility

8 Computing Systems

- Exploring Computing Systems
- Networks, Packets, and the Internet

9 Safety & Responsibility

- Give Credit When You Use It
- Online Risks and Protection
- Managing Digital Footprints

Computing Systems, Safety & Responsibility Quiz

10 Data & Analysis

- Inquiry Project: Data Bar Graph
- Programming and Data Project
- Introduction to Spreadsheets
- Data Investigators

Data & Analysis Quiz

11 Impacts of Computing

- Impacts of Computing: Exploration
- CS Innovators: Grace Hopper
- Careers in CS: Major League Baseball
- CS Innovators Research Project

Impacts of Computing Quiz

12 AI Exploration

- Creating Smart Machines
- How Machines Learn
- Machine Learning: Training

AI Exploration Quiz

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5th Grade Computer Science

Lesson Key

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

1 Optional Review

- Welcome to CodeHop!
- Introduction to Computer Science and Scratch
- The Coordinate Plane
- Drawing Tools: Sea Creatures
- Computational Thinking: Design an Neighborhood (unplugged)

2 Sequences & Events

- Events: Traveling with Scout
- Debugging: Make a Pizza

3 Loops

- Creating Turtle Graphics

4 Conditionals & Operators

- Plan a Quest

Sequences, Events, Loops & Conditionals Quiz

5 Variables & Lists

- Lists: Shopping with Scout
- Game Mechanics with Comparison Operators
- Variables in Dance

6 Clones & Functions

- Clones: Throwing Acorns Game
- Classes and Objects in Games

Variables, Lists, Clones & Functions Quiz

7 Culmination Projects

- Design an App
- Game Design Project

8 Computing Systems

- Practicing with Computing Systems
- Networks and Protocols (unplugged)

Computing Systems Quiz

9 Safety & Responsibility

- Screen Time: Academics and Evidence (unplugged)
- Digital Reputation and Identity
- Cybersecurity & Privacy
- Giving Credit Through Attributions

Safety & Responsibility Quiz

10 Data & Analysis

- Exploring Google Sheets™
- Exploring Microsoft Excel™
- Inquiry Project: Line Graph

11 Impacts of Computing

- Impacts of Computing: Innovation Technology for Everyone
- Careers in CS: Mobile Apps
- Collaborating Globally

Impacts of Computing Quiz

12 AI Exploration

- Humans vs. Machines (unplugged)
- Machine Learning: Analyzing
- Ethical and Responsible Use of Generative AI (unplugged)
- AI Products: Ethical and Responsible Choices (unplugged)

AI Exploration Quiz

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