

Lesson Key

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

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](#)

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](#)

7 Loops

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

8 Computing Systems

-  [Computer Basics: Introduction](#)
-  [Types of Software](#)

9 Safety & Responsibility

-  [Keeping Information Safe](#)
-  [Introduction to Responsible Tech Use](#)

10 Data & Analysis

- [What Can Data Tell Us?](#)

11 Impacts of Computing

-  [Impacts of Computing: Daily Life](#)
- [Careers in CS: Spacecraft Design](#)

12 AI Exploration

-  [What is AI?](#)
-  [Sorting with Decision Trees](#)
- [Machine Learning: What is a Blorg?](#)

Lesson Key

- Elective Lesson
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- 1-Day Lesson
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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](#)

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](#)

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](#)

8 Culmination Project

[About Me Project](#)

9 Computing Systems

 [Computer Basics: Exploration](#)

[Networks and the Internet](#)

10 Safety & Responsibility

 [Password Protectors](#)

 [Exploring Responsible Technology Use](#)

[Giving Credit Through Attributions](#)

11 Data & Analysis

[Basic Data and Programming](#)

[Guided Research](#)

[Data Patterns and Predictions](#)

12 Impacts of Computing

 [Impacts of Computing: Our Community](#)

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

13 AI Exploration

 [What Can AI Do?](#)

 [Sorting with Charts](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

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](#)

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](#)

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](#)

6 Culmination Projects

[Code Block Review](#)
[Racing Game](#)
[Moving Targets Game](#)

7 Computing Systems

 [Computer Basics: Connections](#)
[Exploring Computer Networks](#)

8 Safety & Responsibility

 [Responsible Digital Citizens](#)
 [Practicing Responsible Technology Use](#)

9 Data & Analysis

[Data Explorers](#)
[Managing Data Storage and Files](#)
[Choice Research](#)

10 Impacts of Computing

[Careers in CS: Coding for Fashion-Retail](#)
[Impacts of Computing: Changing World](#)

11 AI Exploration

 [How AI Helps Us](#)
[Machine Learning: AutoDraw](#)

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

3rd Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)

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

2 Programming Exploration

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

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

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

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

3 Sequences & Events

[Sequences: Parallel Programming](#)

[Costumes, Backdrops, and Animations](#)

[Introduction to Design Thinking](#)

4 Loops

[Loops](#)

[Loops: Falling Objects](#)

[Remixing Programs](#)

[Debugging: Events and Loops](#)

5 Conditionals

[Introduction to Conditionals](#)

[Platform Game Design](#)

6 Variables & Lists

[Variables](#)

[Introduction to Comparison Operators](#)

[I-Spy with Lists](#)

7 Functions

[Introduction to Functions](#)

[Functions Dance Project](#)

8 Computing Systems

[Modeling Network Connections](#)

 [Introduction to Computing Systems](#)

9 Safety & Responsibility

[Digital Footprint Basics](#)

[Cybersecurity Introduction](#)

 [My Screen Balance Plan](#)

10 Data & Analysis

[Data Detectives](#)

[Inquiry Project: Survey Bar Graph](#)

11 Impacts of Computing

[Impacts of Computing: Introduction](#)

[Technology Timeline](#)

[Careers in CS: Health and Fitness](#)

12 AI Exploration

 [Introduction to Training AI](#)

 [Ask AI Better Questions](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

4th Grade Computer Science

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](#)

3 Loops

[Debugging: Mazes](#)

4 Conditionals & Operators

[Game Effects](#)
[Create a Maze](#)

5 Variables & Lists

[Pong Game](#)

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](#)

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](#)

10 Data & Analysis

[Inquiry Project: Data Bar Graph](#)
[Programming and Data Project](#)
[Introduction to Spreadsheets](#)
[Data Investigators](#)

11 Impacts of Computing

[Impacts of Computing: Exploration](#)
 [CS Innovators: Grace Hopper](#)
[Careers in CS: Major League Baseball](#)
[CS Innovators Research Project](#)

12 AI Exploration

[Creating Smart Machines](#)
 [How Machines Learn](#)
[Machine Learning: Training](#)



Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

5th Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)

[Introduction to Computer Science and Scratch](#)

[The Coordinate Plane](#)

[Drawing Tools: Sea Creatures](#)

 [Computational Thinking: Design an Neighborhood](#)

2 Sequences & Events

[Events: Traveling with Scout](#)

[Debugging: Make a Pizza](#)

3 Loops

[Creating Turtle Graphics](#)

4 Conditionals & Operators

[Plan a Quest](#)

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](#)

7 Culmination Projects

[Design an App](#)

[Game Design Project](#)

8 Computing Systems

[Practicing with Computing Systems](#)

 [Networks and Protocols](#)

9 Safety & Responsibility

 [Screen Time: Academics and Evidence](#)

[Digital Reputation and Identity](#)

[Cybersecurity & Privacy](#)

[Giving Credit Through Attributions](#)

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](#)

12 AI Exploration

 [Humans vs. Machines](#)

[Machine Learning: Analyzing](#)

 [Ethical and Responsible Use of Generative AI](#)

 [AI Products: Ethical and Responsible Choices](#)