

Lesson Key

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

New York Kindergarten Computer Science

1 Unplugged Exploration

-  [Sequences \(Unplugged\)](#)
-  [Coding Card Game: Sequences](#)
-  [Coding Card Game: Sequences 2](#)
-  [Acting with Events](#)
-  [What is a Variable?](#)

2 Getting Started

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

3 Programming Exploration

- [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 & Events

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

5 Pages

- [Introduction to Pages](#)
- [Using the Go to Page Block](#)

6 Block Exploration

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

7 Loops

- [Loops](#)
- [Loops: Frog and Rabbit](#)
- [Forever Loops: Fireworks](#)

8 Culmination Project

- [Wildlife Scene Project](#)

Digital Literacy

-  [Keeping Information Safe](#)
-  [Introduction to Data Storage and Files](#)
-  [Impacts of Computing: Daily Life](#)
-  [Using Networks to Connect](#)
- [Introduction to Research](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

New York 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

 [Computer Basics: Exploration](#)

 [Exploring Responsible Technology Use](#)

 [Computational Thinking: Evening Routines](#)

3 Sequences & Events

[Events](#)

[Basic Data and Programming](#)

[Hide and Seek Game](#)

[Grow and Shrink Blocks in Motion](#)

[Introduction to Debugging](#)

[Careers in CS: Coding for Fashion Retail](#)

4 Loops

[Introduction to Repeat Loops](#)

[Loops: Catching Butterflies](#)

[Forever Loop Dance Party](#)

Optional Unplugged Loop 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](#)

[Grid: Arctic Animation](#)

8 Culmination Projects

[About Me Project](#)

[River Crossing Game](#)

Digital Literacy

[Guided Research](#)

 [Networks and the Internet](#)

 [Password Protectors](#)

 [Data Storage and Files Practice](#)

 [Impacts of Computing: Our Community](#)

[Collaborating Digitally](#)

[Variables: Storing Data with Symbols](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

New York 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

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

3 Sequences & Events

[Introduction to the Grid](#)
[Managing Data Storage and Files](#)
[Algorithms: Connecting a Path](#)
[Data Patterns and Predictions](#)
[Careers in CS: Litter Free Communities](#)
[Tap-a-Mole Game](#)

4 Message Events

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

5 Loops

[Loops: Follow the Path](#)
[Debugging: Message Events and Loops](#)
[Making a Timer](#)
[Two-Step Dance & Feedback](#)
[Original Story Animations - Fiction Story](#)
[Exploring the Design Process](#)

6 Culmination Projects

[Code Block Review](#)
[Maze Game Project](#)
[Design an Adventure Game](#)

7 Preparing for Next Year

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

Digital Literacy

-  [Impacts of Computing: Changing World](#)
-  [Responsible Digital Citizens](#)
- [Choice Research](#)
- [Exploring Computer Networks](#)
- [Data Explorers](#)

Lesson Key

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

New York 3rd Grade Computer Science

1 Getting Started

[Welcome to CodeHop!](#)

 [Introduction to Computing Systems](#)

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

[Introduction to Computer Science](#)

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

[Drawing Tools](#)

[Sequences: Parallel Programming](#)

[Events](#)

[Broadcast Messages: Marco Polo](#)

4 Loops

[Loops](#)

[Loops: Falling Objects](#)

[Remixing Programs](#)

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

[Winter Celebrations Around the World](#)

5 Conditionals

[Introduction to Conditionals](#)

[Conditionals: Changing Effects](#)

6 Variables & Lists

[Variables](#)

[Introduction to Comparison Operators](#)

[Inquiry Project: Survey Bar Graph](#)

7 Functions

[Introduction to Functions](#)

[Functions Dance Project](#)

8 Culmination Project

[Introduction to Design Thinking](#)

Digital Literacy

[Impacts of Computing: Introduction](#)

[Introduction to Digital Etiquette and Communication](#)

[Online Risks and Protection](#)

[Digital Footprint Basics](#)

[Introduction to Cryptography](#)

[What Can I Use Online?](#)

[How Machines Learn](#)



Lesson Key

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

New York 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 & Events

[Creating Algorithms](#)
[Pair Programming: Create a Band](#)
[Broadcast Messages: Tell a Joke](#)
[Technology Timeline](#)
[Careers in CS: Major League Baseball](#)
[Choose Your Own Path: Elements of Culture](#)

4 Loops

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

5 Conditionals

[Conditionals: Underwater Exploration](#)
[Create a Drawing App](#)
[Scout's Quest: Conditionals](#)

6 Variables & Lists

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

7 Clones & Functions

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

8 Culmination Projects

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

Digital Literacy

- [Impacts of Computing: Exploration](#)
- [Exploring Digital Etiquette and Communication](#)
- [Standing Up to Cyberbullying](#)
- [Managing Digital Footprints](#)
- [Exploring Cryptography](#)
-  [Cybersecurity Policies and Laws](#)
- [Give Credit When You Use It](#)
-  [File Management and Data in Action](#)
-  [Networks, Packets, and the Internet](#)
-  [Ethical and Responsible Use of Generative AI](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

New York 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 & Events

[Compare and Refine Algorithms](#)
[CS Innovators Research Project](#)

4 Loops

[Creating Turtle Graphics](#)
[Careers in CS: Mobile Apps](#)

5 Conditionals

[Conditionals: Mazes](#)
[Operators: Coin Flip](#)
[Giving Credit through Attributions](#)

6 Variables & Lists

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

7 Clones & Functions

[Clones: Throwing Acorns Game](#)
[Classes and Objects in Games](#)

8 Culmination Projects

[House Design with Area and Perimeter](#)
[Design an App](#)
[Collaborating Globally](#)

Digital Literacy

- [Reporting Cyberbullying](#)
- [Digital Reputation and Identity](#)
- [Cybersecurity and Privacy](#)
- [Impacts of Computing: Innovation](#)
- [Use and Search the Right Way](#)
-  [Cryptography Escape Room](#)
-  [Network Connections](#)
-  [File Management and Data Exploration](#)
-  [AI Products: Ethical and Responsible Choices](#)