

Getting Started with CodeHop for Upper Elementary

CodeHS Professional Development Online Course

Details

Course delivery method: Self-Paced Online Delivery

Contact hours: 3-5 approximate hours

Prerequisite(s): No prior programming experience needed

Description

In this course, educators will learn essential skills necessary to teach using CodeHop upper elementary curriculum. Teachers will learn about the CodeHop interface including the blocks palette, the stage, sprites, costumes, and backdrops. Additionally, educators will learn basic programming concepts in CodeHop, including events, sequences, loops, conditionals, variables, and functions through a series of interactive challenges and projects.

Course Outcomes

Educators will:

- Gain proficiency in using the CodeHop Editor, including the blocks palette, coding area, the stage, and sprites.
- Explore the concepts of costumes, and basic animation in CodeHop.
- Develop understanding of events, broadcasting events, sequences, loops, conditional statements, variables, and functions through various CodeHop challenges and projects.
- Build a portfolio of CodeHop activities

More Information

Browse the content of this course at <https://codehs.com/course/22229/explore>.

Course Breakdown (3-5 Hours)

Unit 1: Welcome to Getting Started With CodeHop for Upper Elementary Course	
Topics Covered	• Welcome to Getting Started With CodeHop Course • Course Syllabus • Course Outline • Getting Help in Your Online Course • CodeHS Knowledge Base • Connect with the CodeHS Educator Community
Unit 2: Introduction to CodeHop	
Topics Covered	• History of CodeHop • Exploring the CodeHop Interface • Blocks palette, coding area, the stage, sprites • Costumes, backdrops, animations
Unit 3: Programming in CodeHop	
Topics Covered	• Events and broadcast events • Sequence and loops • Conditionals, comparison operators, variables, functions
Unit 4: Getting Started With CodeHop for Upper Elementary Course Wrap-Up	
Topics Covered	• Getting Started With CodeHop Course Completion Badge • Getting Started With CodeHop Course Certificate • Connect with the CodeHS Educator Community

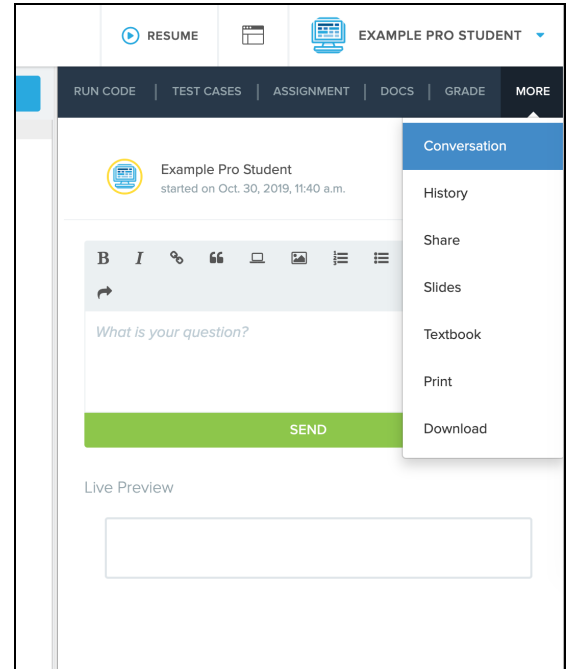
Communication & Support

The instructor(s) will communicate with students as needed for individual questions and feedback.

Getting Help with Activities

Course students can use the Conversation tab in the code editor to ask questions about any of the activities in the course. Course instructor(s) will respond to questions and provide feedback in this area as well.

You can find more information about getting help with your coursework [HERE](#).



Course Criteria for Completion

Once students have successfully completed all activities in the course, a Certificate of Completion will be available.