{CODEHOP} from CodeHS

Lesson Key

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

South Carolina Kindergarten Computer Science

1 Getting Started

- Welcome to CodeHop!
- Mouse Practice
- Keyboard Introduction
- Computational Thinking: Morning Routines
- Computer Basics: Introduction

2 Getting Started: 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
- Drawing Tools: Fairy Tale Painting

3 Digital Literacy

- Using Networks to Connect
- Types of Software
- Introduction to Responsible Technology Use
- Keeping Information Safe
- Introduction to Data Storage and Files
- What Can Data Tell Us?

Programming Exploration

- Acting with Events
- CodeHop Coding Card Game: Sequences
- Sequences
- Introduction to Events
- Introduction to Grow and Shrink Blocks
- Introduction to Pages
- Transportation Speeds and Sounds
- All About Me!
- Debugging: Events and Motion

Interdisciplinary Exploration

- Economic Choices
- Our Responsibilities
- Phonics: Letter Sounds
- Draw and Tell
- Needs of Plants
- How Living Things Survive
- Story Problems: Add and Subtract within 10
- Decompose Numbers Up to 10
- Creating Shapes

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South Carolina 1st Grade Computer Science

1 Getting Started

Welcome to CodeHop!

Computational Thinking: Evening Routines

Computer Basics: Exploration

Keyboarding Basics

2 Getting Started: Programming

Events

Sequences: Digital Responsibilities

Coding for Litter Free Communities

Drawing Tools: Nature Walk

3 Digital Literacy

Positive Online Behavior

Impacts of Technology in our World

Introduction to Word Processing

Introduction to Spreadsheets

Introduction to Presentations

Networks and the Internet

Guided Research

Basic Data and Programming Lesson

Data Storage and Files Practice

Programming Exploration

Grow and Shrink Blocks in Motion

Introduction to the Wait Block

Introduction to Debugging

Introduction to Repeat Loops

Introduction to Message Events

Message Events: Simon Says

Create a Mini Golf Game

River Crossing Game

Interdisciplinary Exploration

Create a Map

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

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Lesson Key

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- 1-Day Lesson
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South Carolina 2nd Grade Computer Science

1 Optional Review

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

2 Getting Started

- Welcome to CodeHop!
- Computational Thinking: School Day Routines
- Computer Basics: Connections
- Keyboarding Basics

3 Digital Literacy

- Password Protector
- Responsible Digital Citizens
- Collaborating Digitally
- Choice Research
- Exploring Computer Networks
- Exploring Word Processing
- Exploring Presentations
- Exploring Spreadsheets
- Data Patterns and Predictions
- Managing Data Storage and Files
- How AI Helps Us
- What Can AI Do
- Careers in CS: Coding for Fashion-Retail

Programming Exploration

- Introduction to the Grid
- Two Step Dance and Feedback
- Moving Targets Game
- Design an Adventure Game

Interdisciplinary Exploration

- Cardinal Directions
- Properties of Matter
- Seed Dispersal
- Preventing Erosion
- Build a Sentence
- Storytelling Animations
- Punctuation: Write a Great Sentence
- Place Value: Ones, Tens and Hundreds
- Divide Shapes into Equal Parts
- Events and Money

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- 1-Day Lesson
- Unplugged Lesson

South Carolina 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 Expedition Part 1

Scout's Expedition Part 2

Scout's Expedition Part 3

Scout's Expedition Part 4

3 Digital Literacy

Digital Identity

Collaborating Globally

Developing Keyboarding Skills

Introduction to Productivity Software

Introduction to Google Docs™

Introduction to Google Slides™

Introduction to Spreadsheets

Modeling Network Connections

Technology Timeline

What Can I Use Online

File Management and Data

Inquiry Project: Survey Bar Graph

Careers in CS: Health and Fitness

4 Programming Exploration

Sequences: Parallel Programming

Introduction to Conditionals

I-Spy with Lists

Race Track Game

Interdisciplinary Exploration

Geographic Effects on Early Civilizations

Communities Adapt to & Modify Their Environment

Weather and Climate

Exploring Adaptations

Animating Poetry

Word Analysis: Prefixes and Suffixes

Animating Sprites with Multiplication

Adding with Loops

Classifying Shapes by Category

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Lesson Key

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

South Carolina 4th Grade Computer Science

1 Optional Review

- Introduction to Computer Science
- Coordinate Plane
- Drawing Tools

2 Getting Started

- Welcome to CodeHop
- Computational Thinking: Design a School
- Exploring Computing Systems
- Developing Keyboarding Skills

3 Digital Literacy

- Data Investigators
- Careers in CS: Major League Baseball
- Standing Up to Cyberbullying
- Scout's Cybersecurity Adventure: Part 1
- Humans vs. Machines
- Give Credit When You Use It
- Communicating Digitally
- File Management and Data In Action
- Programming and Data Project
- Inquiry Project: Line Graph
- Productivity Software Inquiry Project
- Networks, Packets, and the Internet

4 Programming Exploration

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

Interdisciplinary Exploration

- Digital Story Board
- Revolutionary War Timeline
- State Project
- Wave Generator
- How We See: Light Reflection
- Creative Storytelling
- Exploring Point of View
- Unit Converter
- House Design with Area and Perimeter
- Quadrilaterals in a Hierarchy

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South Carolina 5th Grade Computer Science

1 Optional Review

- Introduction to Computer Science
- The Coordinate Plane
- Drawing Tools

2 Getting Started

- Welcome to CodeHop
- Computational Thinking: Design a Neighborhood
- Practicing with Computing Systems
- Developing Keyboarding Skills

3 Getting Started: Programming

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

4 Digital Literacy

- File Management and Data Exploration
- Cybersecurity Policies and Laws
- Network Protocols
- Use and Search the Right Way
- Online Collaboration
- Research: Effective Keywords
- CS Innovators Research
- Persuasive Productivity Software Project
- Inquiry Project: Data Bar Graph
- Ethical and Responsible Use of Generative AI

5 Programming Skill Development

- Creating Turtle Graphics
- Complex Conditionals: Balloon Game
- Conditionals: Mazes
- Operators: Coin Flip
- Functions: About Me
- Designing Solutions for Accessibility

Interdisciplinary Exploration

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

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