

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

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|---|---------------------------------------|---|
| <u>Grow and Shrink Blocks in Motion</u> | <u>Introduction to Repeat Loops</u> | <u>Create a Mini Golf Game</u> |
| <u>Introduction to the Wait Block</u> | <u>Introduction to Message Events</u> | ● <u>River Crossing Game</u> |
| <u>Introduction to Debugging</u> | <u>Message Events: Simon Says</u> | |

Interdisciplinary Exploration

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|--------------------------|--|--|
| <u>Create a Map</u> | <u>Phases of the Moon</u> | <u>Patterns and Music</u> |
| <u>Economic Choices</u> | <u>Phonics: Digraphs</u> | <u>Greater Than and Less Than: Two-Digit Numbers</u> |
| <u>Light and Shadows</u> | ● <u>Original Story Animations – Personal Story</u> | <u>Telling Time</u> |

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South Carolina 2nd Grade Computer Science

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

Programming Exploration

[Introduction to the Grid](#)
[Two Step Dance and Feedback](#)
[Moving Targets Game](#)
[Design an Adventure Game](#)

Interdisciplinary Exploration

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



from  CodeHS

Lesson Key

 Elective Lesson

 Multi-Day Lesson

 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](#)

Lesson Key

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



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

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