{CODEHOP}
from CodeHS

Utah Kindergarten Computer Science

Lesson Key

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

1 Unplugged Exploration

- Sequences
- Coding Card Game: Sequences
- Coding Card Game: Sequences 2
- Acting with Events

2 Getting Started

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

Getting Started Quiz

3 Programming Introduction

- 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

Programming Introduction Quiz

4 Sequences & Events

- Drawing Tools: Fairy Tale Painting
- Introduction to Events
- Sequences: Snowball Fight
- Events: Submarine Sequences
- Introduction to Show and Hide Blocks
- Introduction to Grow and Shrink Blocks

Sequences & Events Quiz

5 Pages

- Pages: Dragon Story
- Using the Go to Page Block

Pages Quiz

6 Block Exploration

- Introduction to Speed Blocks
- Animal Sounds
- Transportation Speeds and Sounds
- Patterns and Music
- All About Me!
- Debugging: Events and Motion
- Bowling Game

Block Exploration Quiz

7 Loops

- Loops
- Loops: Frog and Rabbit

Loops Quiz

8 Culmination Projects

- Create a Chicken Crossing Game
- Wildlife Scene Project

Digital Literacy

- Mouse Practice
- Keyboard Introduction
- Using Networks to Connect
- What Can Data Tell Us?

Digital Literacy Quiz

Artificial Intelligence

- What is AI?
- Sorting with Decision Trees

Artificial Intelligence Quiz

CodeHS

{CODEHOP}
from CodeHS

Utah 1st Grade Computer Science

Lesson Key

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

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

Computational Thinking: Evening Routines

Getting Started Quiz

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

Introduction to Debugging

Careers in CS: Litter Free Communities

Sequences & Events Quiz

4 Loops

Introduction to Repeat Loops

Loops: Catching Butterflies

Loops: Predator and Prey

Forever Loop Dance Party

Loops Quiz

5 Message Events

Introduction to Message Events

Message Events: Simon Says

Debugging

Create an Original Story Animation

Speed Block: Bouncy Ball

Variables: Keeping Score

Garden Project

Message Events Quiz

6 Pages

Pages: Create a Tapping Game

Create a Mini Golf Game

Digital Greeting Card

Pages Quiz

7 Grid

Grid: Solving Mazes

End Block: Program a Race

Grid: Arctic Animation

Grid Quiz

8 Culmination Projects

About Me Project

River Crossing Game

Optional Unplugged Loops Activities

Coding Card Game: Loops

Coding Card Game: Loops 2

Digital Literacy

Positive Online Behavior

Basic Data and Programming Project

Digital Literacy Quiz

Artificial Intelligence

How AI Helps Us

Sorting with Charts

Machine Learning: What is a Blorg?

Artificial Intelligence Quiz

CodeHS

{CODEHOP} from CodeHS

Utah 2nd Grade Computer Science

Lesson Key

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

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
- Computational Thinking: School Day Routines

Getting Started Quiz

3 Sequences & Events

- Debugging: Events and Sequences
- Introduction to the Grid
- Algorithms: Connecting a Path
- Careers in CS: Coding for Fashion-Retail
- Tap-a-Mole
- Data Patterns and Predictions

Getting Started Quiz

4 Message Events

- Message Events: Scout Plays in the Forest
- Programming a Cycle
- Pages: Scout's Travels
- Impacts of Technology in Our World

Message Events Quiz

5 Loops

- Loops: Follow the Path
- Debugging: Message Events and Loops
- Making a Timer
- Original Story Animations - Fiction Story
- Two-Step Dance & Feedback

Loops Quiz

6 Culmination Projects

- Code Block Review
- Racing Game
- Moving Targets Game
- Maze Game Project

7 Preparing for Next Year

- From CodeHopJr to CodeHop Blocks
- From CodeHopJr to CodeHop Blocks: Part 2

Preparing for Next Year Quiz

Unplugged Activities

- Coding Card Game: Conditionals
- Coding Card Game: Conditionals 2

Digital Literacy

- Password Protectors
- Managing Data Storage and Files
- Data Explorers

Digital Literacy Quiz

Artificial Intelligence

- What Can AI Do?
- Machine Learning: AutoDraw

Artificial Intelligence Quiz

CodeHS

{CODEHOP} from CodeHS

Utah 3rd Grade Computer Science

Lesson Key

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

1 Getting Started

- Welcome to CodeHop!
- Introduction to Computing Systems
- Computational Thinking: Design an Obstacle Course

Getting Started Quiz

2 Programming Introduction

- Scout's Expedition Part 1
- Scout's Expedition Part 2
- Scout's Expedition Part 3
- Scout's Expedition Part 4
- Drawing Tools

Programming Introduction Quiz

3 Sequences & Events

- Sequences: Parallel Programming
- Events
- Costumes, Backdrops, and Animations
- Broadcast Messages: Marco Polo
- Creative Storytelling

Sequences & Events Quiz

4 Loops

- Loops
- Debugging: Events & Loops
- Remixing Programs
- Pair Programming: Create a Band

Loops Quiz

5 Conditionals

- Introduction to Conditionals
- Conditionals: Color Sense
- Conditionals: Changing Effects
- Complex Conditionals: Balloon Game

Conditionals Quiz

6 Variables & Lists

- Variables
- Introduction to Comparison Operators
- I-Spy with Lists

Variables & Lists Quiz

7 Functions

- Introduction to Functions
- Functions Dance Project

Functions Quiz

8 Culmination Projects

- Race Track Game
- Inquiry Project: Survey Bar Graph

Digital Literacy

- Impacts of Computing: Introduction
- Cybersecurity Introduction
- Data Detectives

Digital Literacy Quiz

Artificial Intelligence

- Introduction to Training AI
- Creating Smart Machines
- Ask AI Better Questions

Artificial Intelligence Quiz

CodeHS

{CODEHOP}
from CodeHS

Utah 4th Grade Computer Science

Lesson Key

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

1 Optional Review

Welcome to CodeHop!

Introduction to Computer Science

Coordinate Plane

2 Getting Started

Exploring Computing Systems

Computational Thinking: Design a School

Getting Started Quiz

3 Sequences & Events

Events: Dot in Space

Broadcast Messages: Tell a Joke

Creating Algorithms

Careers in CS: Health and Fitness

Sequences & Events Quiz

4 Loops

Loops: Catch the Ball

Debugging: Mazes

Loops Quiz

5 Conditionals & Operators

Game Effects

Create a Maze

Conditionals: Underwater Exploration

Scout's Quest: Conditionals

Conditionals & Operators Quiz

6 Variables & Lists

Scout's Quest: Variables

Pong Game

Conditionals: Flying Bird

Lists: Spelling Bee

Variables & Lists Quiz

7 Clones & Functions

Introduction to Clones

Snake Game

Scout's Quest: Functions with Number Inputs

Flower Garden Functions Project

Clones & Functions Quiz

8 Culmination Projects

Click-a-Mole

Code Tunes

Inquiry Project: Data Bar Graph

Introduction to Design Thinking

Digital Literacy

Impacts of Computing: Exploration

Networks, Packets, and the Internet

Data Investigators

Digital Literacy Quiz

Artificial Intelligence

How Machines Learn

Machine Learning: Training

AI Chatbots

Ethical and Responsible Use of Generative AI

Artificial Intelligence Quiz

CodeHS

{CODEHOP}
from CodeHS

Lesson Key

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

Utah 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

Getting Started Quiz

3 Sequences & Events

- Drawing Tools: Sea Creatures
- Events: Traveling with Scout
- Compare and Refine Algorithms
- Debugging: Make a Pizza
- Careers in CS: Major League Baseball

Sequences & Events Quiz

4 Loops

- Creating Turtle Graphics
- Giving Credit Through Attribution

Loops Quiz

5 Conditionals & Operators

- Conditionals: Mazes
- Plan a Quest
- Operators: Coin Flip

Conditionals & Operators Quiz

6 Variables & Lists

- Variables in Dance
- Lists: Shopping with Scout

Variables & Lists Quiz

7 Clones & Functions

- Clones: Throwing Acorns
- Clones in Games
- Classes and Objects in Games

Clones & Functions Quiz

8 Culmination Projects

- Game Design Project
- House Design with Area and Perimeter
- Design an App
- Inquiry Project: Line Graph

Digital Literacy

- Impacts of Computing: Innovation
- Network Connections
- File Management and Data Exploration
- Data Analysis

Digital Literacy Quiz

Artificial Intelligence

- Humans Vs. Machines
- Machine Learning: Analyzing
- AI Products: Ethical and Responsible Choices
- Design Thinking: AI Chatbots

Artificial Intelligence Quiz

CodeHS