



from  CodeHS

Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Utah Kindergarten Computer Science

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](#)

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](#)

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](#)

5 Pages

- [Pages: Dragon Story](#)
- [Using the Go to Page Block](#)

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](#)

7 Loops

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

8 Culmination Projects

- [Create a Chicken Crossing Game](#)
- [Wildlife Scene Project](#)

Digital Literacy

- [Mouse Practice](#)
-  [Using Networks to Connect](#)
- [Keyboard Introduction](#)
- [What Can Data Tell Us?](#)

Artificial Intelligence

-  [What is AI?](#)
-  [Sorting with Decision Trees](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Utah 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](#)

 [Computational Thinking: Evening Routines](#)

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](#)

4 Loops

[Introduction to Repeat Loops](#)

[Loops: Catching Butterflies](#)

[Loops: Predator and Prey](#)

[Forever Loop Dance Party](#)

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](#)

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](#)

Optional Unplugged Loops Activities

 [Coding Card Game: Loops](#)

 [Coding Card Game: Loops 2](#)

Digital Literacy

[Positive Online Behavior](#)

[Basic Data and Programming Project](#)

Artificial Intelligence

 [How AI Helps Us](#)

 [Sorting with Charts](#)

[Machine Learning: What is a Blog?](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Utah 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](#)
 [Computational Thinking: School Day Routines](#)

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](#)

4 Message Events

[Message Events: Scout Plays in the Forest](#)
[Programming a Cycle](#)
[Pages: Scout's Travels](#)
[Impacts of Technology in Our World](#)

5 Loops

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

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](#)

Unplugged Activities

 [Coding Card Game: Conditionals](#)
 [Coding Card Game: Conditionals 2](#)

Digital Literacy

[Password Protectors](#)
[Managing Data Storage and Files](#)
[Data Explorers](#)

Artificial Intelligence

 [What Can AI Do?](#)
[Machine Learning: AutoDraw](#)



from  CodeHS

Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Utah 3rd Grade Computer Science

1 Getting Started

[Welcome to CodeHop!](#)

 [Introduction to Computing Systems](#)

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

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](#)

3 Sequences & Events

[Sequences: Parallel Programming](#)

[Events](#)

[Costumes, Backdrops, and Animations](#)

[Broadcast Messages: Marco Polo](#)

[Creative Storytelling](#)

4 Loops

[Loops](#)

[Debugging: Events & Loops](#)

[Remixing Programs](#)

[Pair Programming: Create a Band](#)

5 Conditionals

[Introduction to Conditionals](#)

[Conditionals: Color Sense](#)

[Conditionals: Changing Effects](#)

[Complex Conditionals: Balloon Game](#)

6 Variables & Lists

[Variables](#)

[Introduction to Comparison Operators](#)

[I-Spy with Lists](#)

7 Functions

[Introduction to Functions](#)

[Functions Dance Project](#)

8 Culmination Projects

[Race Track Game](#)

[Inquiry Project: Survey Bar Graph](#)

Digital Literacy

 [Impacts of Computing: Introduction](#)

 [Cybersecurity Introduction](#)

[Data Detectives](#)

Artificial Intelligence

 [Introduction to Training AI](#)

[Creating Smart Machines](#)

[Ask AI Better Questions](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Utah 4th Grade Computer Science

1 Optional Review

[Welcome to CodeHop!](#)
[Introduction to Computer Science](#)
[Coordinate Plane](#)

2 Getting Started

 [Exploring Computing Systems](#)
 [Computational Thinking: Design a School](#)

3 Sequences & Events

[Events: Dot in Space](#)
[Broadcast Messages: Tell a Joke](#)
[Creating Algorithms](#)
[Careers in CS: Health and Fitness](#)

4 Loops

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

5 Conditionals & Operators

[Game Effects](#)
[Create a Maze](#)
[Conditionals: Underwater Exploration](#)
[Scout's Quest: Conditionals](#)

6 Variables & Lists

[Scout's Quest: Variables](#)
[Pong Game](#)
[Conditionals: Flying Bird](#)
[Lists: Spelling Bee](#)

7 Clones & Functions

[Introduction to Clones](#)
[Snake Game](#)
[Scout's Quest: Functions with Number Inputs](#)
[Flower Garden Functions Project](#)

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](#)

Artificial Intelligence

 [How Machines Learn](#)
[Machine Learning: Training](#)
[AI Chatbots](#)
[Ethical and Responsible Use of Generative AI](#)

Lesson Key

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

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](#)

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](#)

4 Loops

[Creating Turtle Graphics](#)
[Giving Credit Through
Attribution](#)

5 Conditionals & Operators

[Conditionals: Mazes](#)
[Plan a Quest](#)
[Operators: Coin Flip](#)

6 Variables & Lists

[Variables in Dance](#)
[Lists: Shopping
with Scout](#)

7 Clones & Functions

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

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](#)

Artificial Intelligence

- [Humans Vs. Machines](#)
- [Machine Learning: Analyzing](#)
-  [AI Products: Ethical and
Responsible Choices](#)
- [Design Thinking: AI Chatbots](#)