



from  CodeHS

Lesson Key

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

Virginia Kindergarten Computer Science

1 Optional Exploration

-  [Sequences](#)
-  [Coding Card Game: Sequences](#)
-  [Coding Card Game: Sequences 2](#)
-  [Acting with Events](#)
- [Mouse Practice](#)
- [Keyboard Introduction](#)

2 Getting Started

- [Welcome to CodeHop!](#)
-  [Computer Basics: Introduction](#)
-  [Introduction to Responsible Technology Use](#)
-  [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](#)
- [Drawing Tools: Fairy Tale Painting](#)

4 Sequences & Events

- [Introduction to Events](#)
- [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](#)
- [Careers in CS: Spacecraft Design](#)

6 Block Exploration

- [Transportation Speeds and Sounds](#)
- [All About Me!](#)
- [Debugging: Events and Motion](#)
- [Loops](#)
- [Loops: Frog and Rabbit](#)

7 Culmination Projects

- [Introduction to the Design Process](#)
- [Create a Chicken Crossing Game](#)
- [Wildlife Scene Project](#)

Digital Literacy

- [Introduction to Research](#)
-  [What Can Data Tell Us?](#)
-  [Impacts of Computing: Daily Life](#)
-  [Introduction to Data Storage and Files](#)
-  [Using Networks to Connect](#)
-  [Sorting with Decision Trees](#)
-  [How AI Helps Us](#)

Lesson Key

-  Elective Lesson
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-  1-Day Lesson
-  Unplugged Lesson

Virginia 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](#)
-  [Exploring Responsible Technology Use](#)
-  [Computational Thinking: Evening Routines](#)

3 Sequences & Events

[Drawing Tools: Nature Walk](#)

[Events](#)

[Sequences: Digital Responsibilities](#)

[Hide and Seek Game](#)

[Introduction to the Wait Block](#)

[Introduction to Debugging](#)

[Careers in CS: Litter Free Communities](#)

4 Loops

[Introduction to Repeat Loops](#)

[Loops: Catching Butterflies](#)

[Forever Loop Dance Party](#)

Optional Unplugged Loops Activities

-  [Coding Card Game: Loops](#)
-  [Coding Card Game: Loops 2](#)

5 Message Events

[Introduction to Message Events](#)

[Message Events: Simon Says](#)

[Create an Original Story Animation](#)

[Speed Block: Bouncy Ball](#)

[Variables: Storing Data with Symbols](#)

6 Pages & Grid

[Pages: Create a Tapping Game](#)

[Create a Mini Golf Game](#)

[Digital Greeting Card](#)

[Grid: Solving Mazes](#)

[End Block: Program a Race](#)

7 Culmination Projects

[Practicing the Design Process](#)

[About Me Project](#)

[River Crossing Game](#)

Digital Literacy

[Guided Research](#)

[Basic Data and Programming Project](#)

 [Keeping Information Safe](#)

 [Data Storage and Files Practice](#)

 [Networks and the Internet](#)

 [What Can AI Do](#)

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

 [Impacts of Computing: Changing World](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Virginia 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](#)
-  [Practicing Responsible Technology Use](#)
-  [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](#)
[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](#)
[Original Story Animations - Fiction Story](#)
[Two-Step Dance & Feedback](#)

6 Culmination Projects

[Exploring the Design Process](#)
[Racing Game](#)
[Moving Targets Game](#)
[Maze Game Project](#)

7 Optional Preparing for Next Year

[From CodeHopJr to CodeHop Blocks](#)
[From CodeHopJr to CodeHop Blocks: Part 2](#)
 [Coding Card Game: Conditionals](#)
 [Coding Card Game: Conditionals 2](#)

Digital Literacy

[Choice Research](#)

[Data Explorers](#)

 [Responsible Digital Citizens](#)

 [Password Protectors](#)

 [Managing Data Storage and Files](#)

[Exploring Computer Networks](#)

[Machine Learning: AutoDraw](#)

 [Impacts of Computing: Our Community](#)



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Lesson Key

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

Virginia 3rd Grade Computer Science

1 Getting Started

Welcome to CodeHop!

-  [Introduction to Computing Systems](#)
-  [Safe and Responsible Use of Technology](#)
-  [Computational Thinking: Design an Obstacle Course](#)

2 Programming Introduction

[Scout's Scratch Expedition Part 1](#)

[Scout's Scratch Expedition Part 2](#)

[Scout's Scratch Expedition Part 3](#)

[Scout's Scratch Expedition Part 4](#)

[Scratch Drawing Tools](#)

3 Sequences & Events

 [Sequences: Parallel Programming](#)

[Events](#)

[Broadcast Messages: Marco Polo](#)

[Modeling Life Cycles](#)

[Creative Storytelling](#)

[Remixing Programs](#)

[Careers in CS: Health and Fitness](#)

4 Loops & Conditionals

[Loops](#)

[Debugging: Events & Loops](#)

[Introduction to Conditionals](#)

[Conditionals: Changing Effects](#)

[Complex Conditionals: Balloon Game](#)

5 Variables & Functions

[Variables](#)

[Introduction to Comparison Operators](#)

[I-Spy with Lists](#)

[Introduction to Functions](#)

6 Culmination Projects

[Introduction to Design Thinking](#)

[Inquiry Project: Survey Bar Graph](#)

Digital Literacy

-  [What Can I Use Online?](#)
-  [Scout's Cybersecurity Adventure: Part 1](#)
- [Data Detectives](#)
- [Modeling Network Connections](#)
-  [Strong Usernames and Passwords](#)
- [Impacts of Computing: Introduction](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Virginia 4th Grade Computer Science

1 Optional Review

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

2 Getting Started

-  [Exploring Computing Systems](#)
-  [File Management and Data in Action](#)
-  [Computational Thinking: Design a School](#)

3 Sequences, Events & Loops

[Events: Dot in Space](#)
[Creating Algorithms](#)
[Careers in CS: Major League Baseball](#)
[Loops: Catch the Ball](#)
[Debugging: Mazes](#)

4 Conditionals & Operators

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

5 Variables & Lists

[Scout's Quest: Variables](#)
[Balanced and Unbalanced Forces](#)
[Pong Game](#)
[Lists: Spelling Bee](#)

6 Clones & Functions

[Introduction to Clones](#)
[Snake Game](#)
[Scout's Quest: Functions with Boolean Inputs](#)

7 Culmination Projects

[Designing Solutions for Accessibility](#)
[Choose Your Own Path: Elements of Culture](#)
[Code Tunes](#)
[Inquiry Project: Data Bar Graph](#)

Digital Literacy

-  [Give Credit When You Use It](#)
-  [Networks, Packets, and the Internet](#)
-  [Data Investigators](#)
-  [Impacts of Computing: Exploration](#)
-  [Scout's Cybersecurity Adventure: Part 2](#)
-  [Humans Vs. Machines](#)



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Lesson Key

 Elective Lesson

 Multi-Day Lesson

 1-Day Lesson

 Unplugged Lesson

Virginia 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](#)

 [File Management and Data Exploration](#)

 [Computational Thinking: Design a Neighborhood](#)

3 Sequences, Events & Loops

[Drawing Tools: Sea Creatures](#)

[Events: Traveling with Scout](#)

[Compare and Refine Algorithms](#)

[Debugging: Make a Pizza](#)

[Creating Turtle Graphics](#)

[CS Innovators Research Project](#)

4 Conditionals & Operators

[Conditionals: Mazes](#)

[Complex Conditionals: Chase the Star](#)

[Plan a Quest](#)

5 Variables & Lists

[Variables in Dance](#)

[Lists: Shopping with Scout](#)

[Giving Credit Through Attribution](#)

6 Culmination Projects

[Clones: Throwing Acorns](#)

[Classes and Objects in Games](#)

[Game Design Project](#)

[Design an App](#)

[Inquiry Project: Line Graph](#)

Digital Literacy

 [Use and Search the Right Way](#)

[Data Analysts](#)

 [Digital Identity](#)

 [Standing Up to Cyberbullying](#)

 [Cybersecurity Policies and Laws](#)

[Scout's Cybersecurity Mission](#)

 [Networks and Protocols](#)

 [Impacts of Computing: Innovation](#)

 [How Machines Learn](#)