



CodeHS

Getting Started Guide

Follow this guide to get ready for your first day and beyond with CodeHS!

TEACHER SETUP

___ Set Up An Account:

- + Sign up for a CodeHS teacher account here: codehs.com/signup/teacher.
- + Once you input your information, you will be taken to your personal teacher page! You can create and manage classes, access resources and tools and more from your teacher page.

___ Add Your Classes:

- + Type in the name of your first class in the box beside “My Classes”. Click the “+ Add” button.
- + Create a separate class for each of your classes/sections that will be using CodeHS

___ Invite Your Students:

- + Each of your classes has a unique class code, which can be found to the far right of the class name on your teacher page. Students will use this code to join the correct class.
- + Provide students with the correct class code and direct them to visit this link: <http://codehs.com/go> to sign up.
- + Once students sign up for your class(es), you'll be able to see a class roster for each class by clicking on the class from your teacher page.

___ Explore CodeHS content and Teacher Resources:

- + To prepare to lead a great class with CodeHS, make sure you work through the curriculum yourself!
- + Get started by clicking the drop down menu underneath your name on the top left side of your teacher page, and selecting “My Profile”. Click on the first video in the Karel module to get started. This is the same screen that your students will be able to see when they sign in and start using CodeHS.

___ Check out the teacher resources that will help you lead an awesome class:

- + Click on “Resources” on the left side of your teacher page
- + Lesson Plans provide a day-by-day breakdown of content, discussion questions, class activities, teaching strategies, and more to help you plan your class.
- + Problem guides set out motivation, sample solutions, and common errors for every single exercise in the CodeHS curriculum.
- + Exercise Handouts offer ways to incorporate collaborative and group activities into class time.
- + More resources include: Glossary, Grading Guide, Sample Syllabus and Discussion Questions, and the Teacher Forum where you can ask questions and share best practices and other ideas with our teacher community.

**Limited teacher resources are available on the CodeHS Free Plan. To access all teacher resources, sign up for a Pro Membership. Fill out this form for more info: codehs.com/quote

WHAT YOUR STUDENTS SEE

___ Student Sign-up

- + Direct them to visit this link: <http://codehs.com/go> and use the correct class code to sign up.
- + Students will be taken to their own user page, where they can get started on the Karel module.

___ Getting Started

- + Students can start working on the content immediately. Every time they log in, they'll be able to see their progress and pick up from where they last left off.
- + Students will be able to move at their own pace through the content.

___ Student Help

- + Students will be able to submit questions directly to you through a help tab that is attached to each exercise on CodeHS. You'll be able to see a list of student help questions from your own teacher page. You can respond to student questions individually. Students will receive a notification the next time they log in to CodeHS.
- + Students can ask more general questions in a public class forum. Everyone in the class will be able to view all of the questions and answers in this forum.

DURING CLASS

CodeHS is a flexible, self-paced curriculum. The online content can be used in conjunction with other resources to create a dynamic class experience.

___ Set Goals For the Day

- + To help motivate students, set out some goals at the beginning of class for students to achieve during class time.
- + Goals may include: work through to a certain exercise in the curriculum, complete a certain number of exercises (if students are at different points in the curriculum), or earn a certain number of points during the class.

___ Students work through content independently

- + Because the curriculum is self-paced, students can pick up from where they left off last class and continue working through the content independently.
- + Students may work at different paces, that's ok!

___ Provide 1-on-1 Help to Students

- + Use progress-tracking tools to identify which students are excelling, and which students are struggling to master certain concepts.
- + Work individually with students who you can see are having trouble completing certain exercises. Don't give students answers! Help them work through their issue.
- + Answer any questions that students have as they work through the content.

___ Engage Students Beyond the Curriculum

- + Lead class discussions and activities: solidify understanding of concepts learned in the curriculum by doing offline activities outlined in the exercise handouts.
- + Post in the Class Forum: Take classroom discussion online by encouraging students to post a question they have about something they worked on or an idea they had about something they learned that day.
- + Work on creative program in the sandbox: come up with fun, open ended assignments that students can write from scratch. For example, write a program to make Karel do a dance or create a birthday card graphic. You can showcase these programs to other students in the class!

AFTER CLASS

Make use of teacher tools after class to check the progress of your class as a whole and individual students on CodeHS. Check and grade your students' submissions to make sure that students receive the support and feedback they need to master course concepts.

___ Check Individual and Class Progress:

- + See what videos and exercises students have completed on CodeHS by clicking on your class, then clicking to view progress tab above your class roster.
- + Click on a student's name to see his/her individual progress on the CodeHS site.

___ Answer Student Help Questions:

- + Click on "Questions/Submissions" tab on the top of your class page to see a list of all questions students have asked regarding specific problems. When you click on the question, you'll be taken to the problem that it relates to and you'll be able to respond to the student in the help tab.
- + Your student will receive a notification that his/her question has been answered by you the next time he/she signs on to CodeHS.
- + Click on "Class Forum" to see the public class forum where students can pose more general questions that you can answer. When you answer questions on the forum, all of the students will be able to see the answers. If you'd like to make announcements that you'd like your whole class to see, this is a great place to do it!

___ Grade Student Submissions:

- + Check the number of programs students have submitted for grading by clicking on "Questions/Submissions" from your class page. A list of all of the student submissions will appear on the page
- + Click on a submission to see the students program.
- + Run the program and check the code against the sample solution provided in the "Solution" tab on the right side of the page.
- + Choose a grade (either Pass, Function OK, or Reject) in the top right of the code box.
- + Leave a comment or some feedback for the student using the "Help" tab on the right side of the page.