CodeHS
Hour of Code: Teacher Guide

BEFORE THE HOUR OF CODE:

- Make sure student computers have an up-to-date browser (Chrome, Safari, or Firefox).
- Read through teacher notes in this document. Download notes to have exercise solutions ready.

DURING THE HOUR OF CODE:

1. Direct students to **codehs.com/hoc_sports**

2. Allow students to work through Hour of Code at their own pace, providing encouragement and support when needed. See tips below for handling student questions.

3. Tweet pictures or stories at @CodeHS #HourOfCode!

4. If time allows at the end of the period, facilitate a discussion around the Hour of Code using the following guiding questions:

   - Before today, what did you think about programming or coding?
   - Did any of these ideas change during the Hour of Code?
   - What was your favorite part of the Hour of Code?
   - Did any parts of the Hour of Code challenge you? How?

HOUR OF CODE TIPS:

If students get stuck or have questions, it is okay if you don't have the answer! Ask questions to activate their problem-solving skills such as:

- What can we try differently?
- What do you want the program to do? What are you telling the program to do?
- How can we break this problem into smaller steps?

Thank you for your dedication to Computer Science Education!

Interested in going beyond the Hour of Code?
Reach out to us at hello@codehs.com!

Contact us at hello@codehs.com if you have any questions about getting started!

CodeHS
Coding in Sports Teacher Notes

In this Hour of Code, students are introduced to the JavaScript block coding environment. Students curate the environment of their own sports video game.

Accompanying Handouts
Student Version: codehs.com/hoc_handout_sports
Teacher Version: codehs.com/hoc_handout_sports_teacher

Objective
Students will be able to …
- use JavaScript block coding to create a customized make-a-shot game by changing parameters for background images, ball objects, goals, and paddle types.

Link to Activity: codehs.com/hoc_sports

Discussion Questions
- What is programming?
- How do you think computers are used in sports video game production?
- What was the hardest part about this activity? The easiest?

Encourage students to get creative with their programs! There is no "correct" program, so they should feel free to experiment until they have something that they are proud of.