

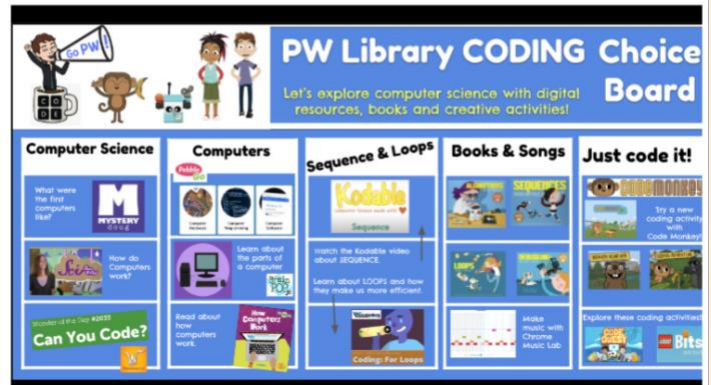
# Tons of Holiday Fun with the December & the PW Library Coding Choice Boards.



HOME	RESOURCES	K5	GR 1	GR 2	GR 3	HOC	FUN	PW MAKERS	MORE...
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## Welcome to the Parkway Library & the 2022-2023 school year!

Check out the 2022 Hour of Code pictures on the **HOC** page! So much fun....so much learning.....a whole crop of new computer scientists!



### NOTE about SCRATCH Account setup for 3<sup>rd</sup> Grade

In 3<sup>rd</sup> Grade, students had the opportunity to try Scratch programming. Scratch is a high-level block-based visual programming language, primarily used by students aged 8-16 to learn coding. Scratch helps students learn about the fundamentals of coding in a fun and creative way.

If your child is interested in learning to code with Scratch, work with them to create an account so that they can save their projects. Because the setup requires an email address and some personal information, this is a family decision as to whether you wish to create an account for your child.

If you do not wish to setup an account with Scratch, another alternative is the FREE Scratch Jr. app. There is also a PBS Kids version of the Scratch Jr. app, which provides lots more characters.

Step 1: Visit the Scratch website at <https://scratch.mit.edu/>

Step 2: Click "Join Scratch"

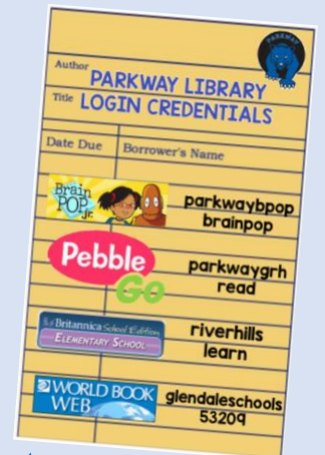
Step 3: Create a Username & Password

Step 4: Select your Country

Step 5: Personal Information asked for:

- Birth Month & Year (Note: this is used to confirm account ownership)
- Gender (Note: this helps Scratch understand who uses Scratch, so that they can broaden participation)
- email (Note: this helps if you forget your password and it will not be made public)

Step 6: You will receive an email to confirm your Scratch account



Here are the PW Lib credentials for the digital resources we use.

Scratch has tutorials to help you get started. If you create something, feel free to share your project with [Deborah.gallitz@gdrh.org](mailto:Deborah.gallitz@gdrh.org).

Looking for some UNPLUGGED activities? Snap a pic of you & your family trying these fun, technology-free activities and share with the PW Library @ [pw.library@gdrh.org](mailto:pw.library@gdrh.org).

## UNPLUGGED ACTIVITIES (no computer needed)

Too much screen time? No problem!

There are lots of great unplugged activities to do that help students learn about coding and computer science.

### Let's Create our own Dance Party!

Thinking like a computer scientist, we could:

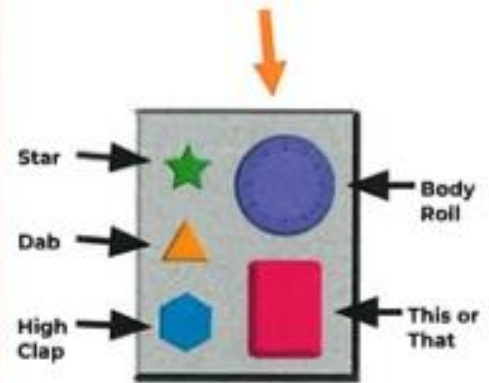
- Write an **ALGORITHM** - list of steps for our dance



- Decide on an **EVENT** (or cue) to tell everyone when to change to a new dance move



### Event Controller



#### Directions:

1. Select a programmer. The programmer will tap or point to a shape (the EVENT). When he/she taps the shape, the dancers do that dance.
2. Each time the programmer points to a new shape, the dancers change to that dance move.
3. Start the music and have a dance party!

## Graph Paper Programming

#### Directions:

1. Choose one of the drawings below to program with a friend. Don't let them see which one you choose!



Image 1



Image 2

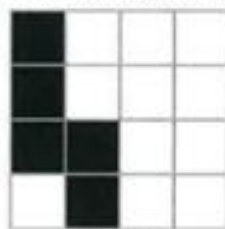


Image 3



Image 4



Image 5

2. Write the program on a piece of paper using the symbols below.

Step 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Step 2	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Step 3	32	33	34	35	36	37	38	39	40	41	42	43	44	45



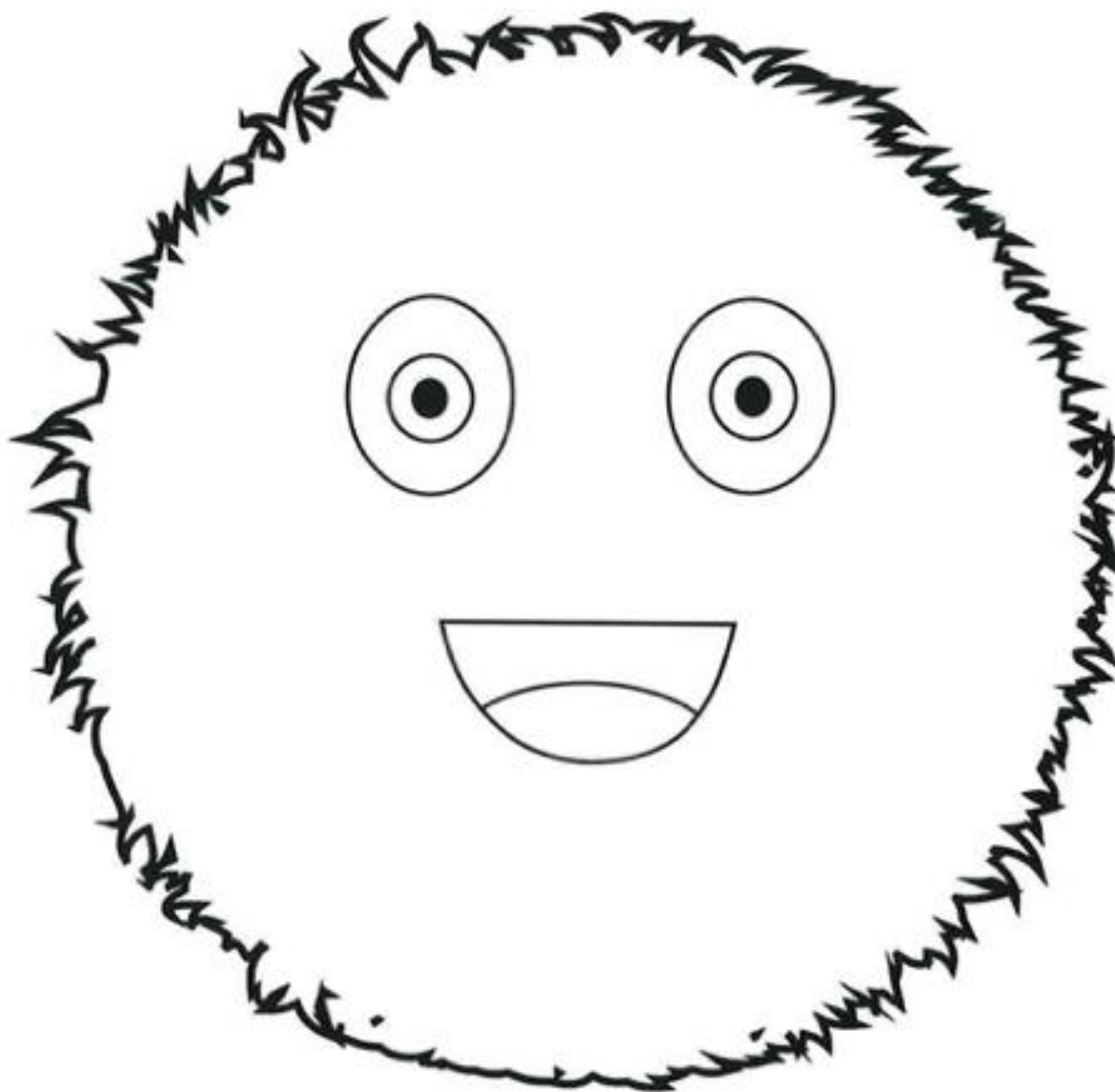
Use only these symbols.

3. Have your friend try to recreate your picture, just using the symbols you provided.

# Fuzz Builder

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Directions:** Create a new fuzz! Add color and accessories.



Give your fuzz a name too!

\_\_\_\_\_

## Overview

In coding, a **loop** is when a sequence of instructions is repeated either a specific amount of times or forever. When people dance, they naturally loop, or repeat, **sequenced** dance moves to music.

## LOOP

repeat a  
sequence of  
instructions



## Instructions

Choreograph your own dance by creating loops featuring different dance commands.

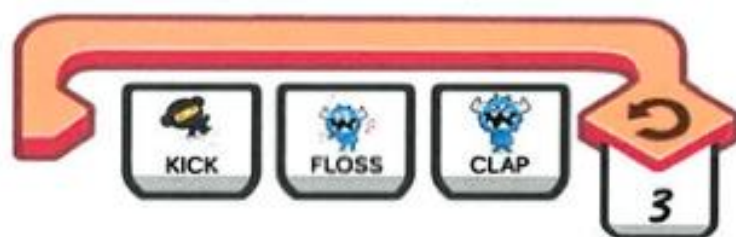
1. Cut out the dance commands and loops in the next two pages.
2. Create different sequenced dance routines by placing the dance commands in any order you would like inside of the loops.
3. Decide how many times you would want to repeat a dance sequence by writing a number on the loop.
4. You can have as many dance commands inside a loop, just remember to complete all of them in order before you repeat the sequence. You can even combine your looped sequences to form a longer dance routine.
5. Use the four blank commands to make up your own dance commands. Put on your favorite song and perform your looped dance sequences. Have fun!



# DANCE LOOPS

Cut out the dance commands. Don't forget to also create your own moves by using the four blank dance commands!

## EXAMPLE:



 HANDS IN THE AIR	 CLAP	 KICK	 DISCO DANCE
 HANDS ON HIPS	 POINT	 DO THE ROBOT	 HOP ON 1 FOOT
 JUMP	 FLOSS	 THUMBS UP	 STOMP

# DANCE LOOPS

