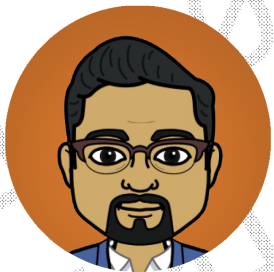
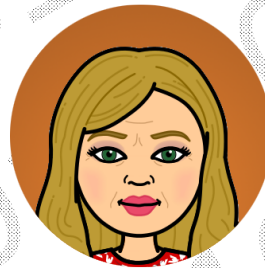


# STEM 101

## Coding in the Classroom

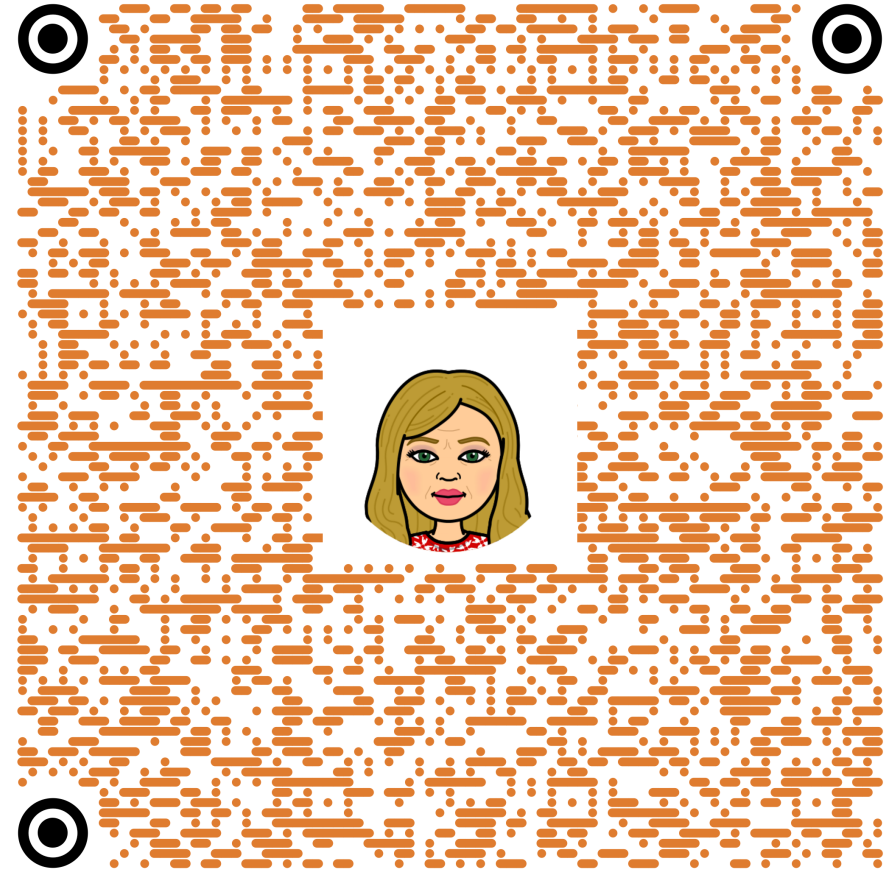


**Rick I. Ortiz,**  
STEM Teacher



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STEM Teacher

# Contact Us



# A brief overview...



**Computational Thinking**



**5 Steps to Start Coding**



**Some Resources**



**An Interactive Look at Python**

**“Everybody in this country  
should learn to program a  
computer, because it  
teaches you how to think.”**

—Steve Jobs

## CODE.org states...

**Computer science drives innovation in the U.S. economy and society. Despite growing demand for jobs in the field, it *remains marginalized* throughout the U.S. K-12 education system.**

# Why is this?

**Limited  
Schedules**

**Limited  
Resources**  
(No Computers)

**Limited  
Knowledge**

# How can we narrow the gap?

Early  
Exposure

Computers  
as Tools

Vertical  
Alignment

# Kids want to code..



Students have an **intrinsic** desire to make their devices do useful things; they see it as “**cool.**”



Technology **ignites** interest and **motivates** students to learn.



While 'cool' is well, cool...



What matters is the **lasting** **benefits** of learning these skills...

Problem Solving

Collaboration



Persistence

Logical Thinking

Communication

So how do we get there?


# 5 Steps to Start Coding

-  **There are plenty of educators in your community already coding in their classrooms.**
-  **The internet makes many resources available to educators and students.**

 **You don't need computers to code!**

 **Programming fundamentals can be taught using nothing more than paper, makers, and willing students.**

Don't go it Alone!

 Chances are there are other teachers who want to implement coding in *their* classroom.

 Reach out to your district office, experts typically on-hand to assist with technology integration.

Get Connected

Having a 1:1 Classroom Isn't Necessary

Don't go it Alone!

Trust Your Kids



**Don't underestimate young students.**



**Let go of the wheel and be pleasantly surprised.**

Get Connected

Having a 1:1 Classroom Isn't Necessary

Don't go it Alone!

Trust Your Kids

Make it Fun!



**Choose age-appropriate activities for students to explore and have fun using.**



**Many platforms offer game-like learning experiences centered around computer science.**

**Get Connected**

**Having a 1:1 Classroom Isn't Necessary**

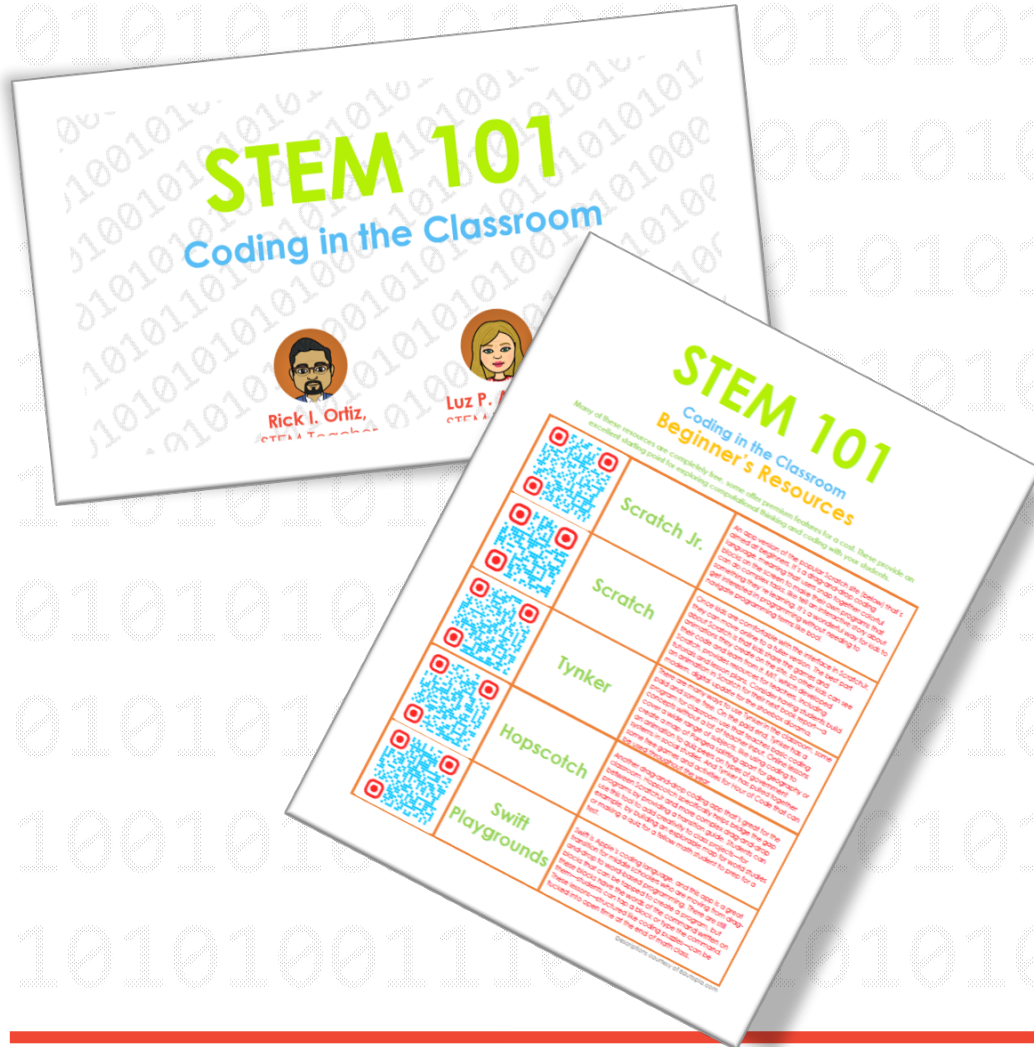
**Don't go it Alone!**

**Trust Your Kids**

**Make it Fun!**



# Some resources to get you started...



This presentation along with the **Beginner's Resources** guide can be found on our website.



# Sources

Coding Across the Curriculum. (n.d.). Retrieved January 19, 2018, from <https://www.edutopia.org/article/coding-across-curriculum>

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