



DECEMBER 7 - 11

About Hour of Code

Hour of Code  
Time Log

3-5 Hour of Code

K-2 Hour of Code

3-5 More Coding

Dear Families,

We know that being able to use technology is super important. But, even **more important than using technology** for learning, playing, or for making our lives easier **is knowing how technology works**. Most people know how to use technology, but they don't know how to use code to make that technology work.

That's why our entire school is joining millions of students worldwide in The Hour of Code™ event during Computer Science Education Week (December 7-13) Russell School wants to be sure our students know how technology works by giving our students a variety of coding activities to complete at home during remote learning days. The Hour of Code™ activities teach students basic coding language and reinforces problem solving, critical thinking, and creativity.

Please join Russell's Hour of Code™ event December 7 - 11. Our goal is for Russell students to complete a total of 500 hours of coding. You can add your coding time [HERE](#).

Enjoy!

Mrs. Caron, Librarian

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## Code Monkey Jr.

Block Coding



## \* Space Adventure

Learn real code

Click on the images  
to link to  
Hour of Code™ activities  
(no logins or downloads needed)

\* more advanced activities

HOUR  
OF  
CODE

Grades K, 1, and 2

How many minutes did you code today?

Add your time [HERE](#).

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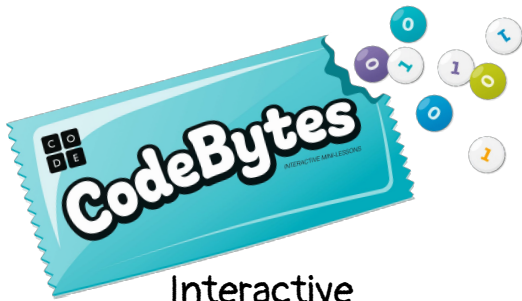
## Beaver Achiever

Block Coding



## \* SciGirls: Code Quest

Block Coding



Interactive  
Coding Lessons

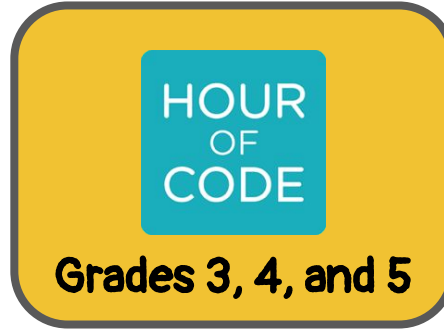
Click on the images  
to link to  
Hour of Code™ activities and tutorials



**Space Adventure**  
Learn real code



**Dance Party!**  
Create with Block Coding



**Grades 3, 4, and 5**

How many minutes did you code  
today? Add your time [HERE](#).



**Minecraft**  
Block Coding

**Imagine a World**  
Create in Scratch with  
Block Coding



**SciGirls: Code Quest**  
Block Coding  
(good beginner activity)

**BACK**

Want to learn more coding?  
Join one of the Code.org courses!

### To set up an account

Click [HERE](#) to create a CODE.ORG account, then sign in with Google, finish setting up your account, and **SIGN OUT**.



**Sign up for Code.org**

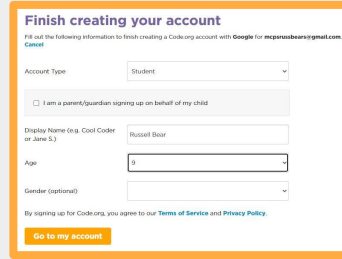
Sign up for an account to track your progress or your child's progress or manage your classroom. You can browse the various stages and puzzles without an account, but you will need to sign up to save your progress and projects.

Already signed up? [Sign in](#)

**Continue with Google**

**Continue with Facebook**

**Continue with Microsoft**



**Finish creating your account**

Fill out the following information to finish creating a Code.org account with Google for [mrsponibears@gmail.com](#)

[Cancel](#)

Account Type:

☐ I am a parent/guardian signing up on behalf of my child

Display Name (e.g., Cool Coder or Jane S.):

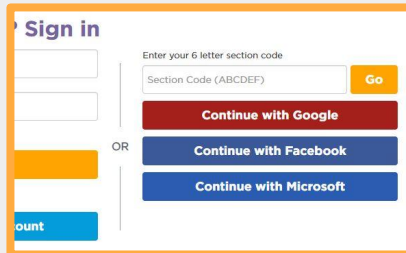
Age:

Gender (optional):

By signing up for Coding.org, you agree to our [Terms of Service and Privacy Policy](#).

**Go to my account**

### To join a CODE.ORG course.



**Sign in**

Enter your 6 letter section code

Section Code (ABCDEF)  **Go**

**Continue with Google**

**Continue with Facebook**

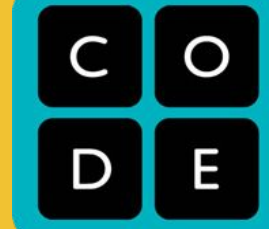
**Continue with Microsoft**

OR

**Sign out**

Click [HERE](#) and log in, then type the 6 letter code for the course and click on *Continue with Google*

**ENJOY coding!**



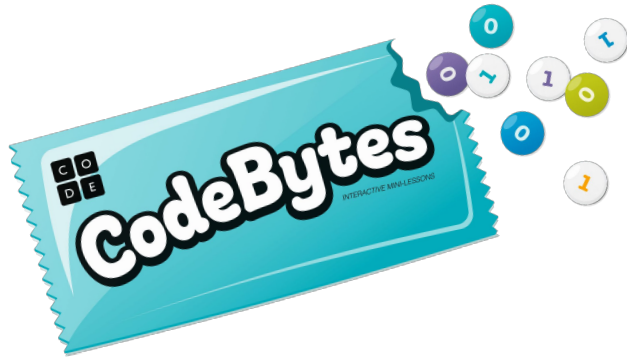
**Grades 3-5**

**Grade 3 Course D**  
**KJNQBW**

**Grade 4 Course E**  
**ZBZKYQ**

**Grade 5 Course F**  
**GMKZW**





Short interactive coding lessons  
with code.org instructors

### Recommended CodeBytes Lessons:

Dance Party!  
Outbreak Simulator  
Minecraft: Hero's Journey

Watch the video for more  
information.

The image is a promotional banner for CodeBytes lessons. At the top, the "CodeBytes" logo is centered in a large, white, stylized font. Above the logo is a small black square with the letters "C", "O", "D", and "E" in a 2x2 grid. Below the logo, the text "December 7th-11th" is displayed in a bold, black font, followed by "Live, Interactive, mini lessons!" in a smaller, black font. The banner is divided into five vertical columns, each representing a day of the week. Each column has a colored background (blue, green, orange, purple, and blue respectively) and a white circle containing the date. Below the date, the lesson title is written in white text. The lessons are: Monday, Dec 7, Train a Computer AI; Tuesday, Dec 8, Dance Party!; Wednesday, Dec 9, Outbreak Simulator; Thursday, Dec 10, Design Apps for Good; and Friday, Dec 11, Minecraft: Hero's Journey. The banner is decorated with colorful circles containing binary code (0s and 1s) and a small black square with the letters "C", "O", "D", and "E" in a 2x2 grid.

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