

GRADES 3-5 Digital Literacy



CS Activities for Students and Families

This document is a list of unplugged and online computer science activities for educators to modify and for students to try at home! This is a living document, and with your help we hope to update it throughout the coming weeks.

Add your own resources!

Do you have an activity or lesson plan? [Share it with us!](#)

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CS ACTIVITIES for STUDENTS and FAMILIES

https://docs.google.com/document/d/1Q4MDWtFuYzSmc_ebVqeMuzzLZX2qyZc-C-fxKnMEvk/edit#

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COMMON SENSE EDUCATION

<https://www.commonsense.org/education/digital-citizenship/curriculum?grades=k%2C1%2C2>

Designed and developed in partnership with Project Zero at the Harvard Graduate School of Education -- and guided by research with thousands of educators -- each digital citizenship lesson takes on real challenges and digital dilemmas that students face today, giving them the skills they need to succeed as digital learners, leaders, and citizens tomorrow.



CS Unplugged

<https://csunplugged.org/en/>

CS Unplugged is a collection of free teaching materials that teach Computer Science through engaging games and puzzles that use cards, string, crayons and lots of running around.



Be Internet Awesome Interland

https://beinternetawesome.withgoogle.com/en_us/educators

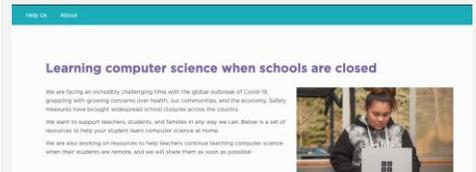
Interland is an adventure-packed online game that makes learning about digital safety and citizenship interactive and fun—just like the Internet itself. Here, kids will help their fellow Internauts combat badly behaved hackers, phishers, overshers, and bullies by practicing the skills they need to be good digital citizens.



TypingClub

<https://www.typingclub.com/>

TypingClub is the most effective way to learn how to type. It is web based and highly effective. TypingClub is (and will always be) free for both individuals and schools. There is an optional paid school edition.



LEARNING COMPUTER SCIENCE WHEN SCHOOLS ARE CLOSED (Code.org)

<https://code.org/athome>

We want to support teachers, students, and families in any way we can. Below is a set of resources to help your student learn computer science at home. We are also working on resources to help teachers continue teaching computer science when their students are remote, and we will share them as soon as possible!



CSEdWeek 3-5

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<https://www.youtube.com/playlist?list=PLhRscZP5wYo6D-msVMt9EZICl6m-ihhrR>

YouTube playlist of computer science videos for grades 3-5



LEARNING BLADE

<http://www.learningblade.com/AL>

Learning Blade sends students on engaging missions that both interest and excite them. Within each mission you will find a wide variety of lessons, each one tied back to a career, tool or technology of a STEM related field.



A-Z of Computing Concepts

<http://www.maxwainewright.com/a-z/index.html>

Short videos explaining computing/coding concepts and vocabulary.



Scratch

<https://scratch.mit.edu/educators/>

Students can use Scratch to code their own interactive stories, animations, and games. In the process, they learn to think creatively, reason systematically, and work collaboratively — essential skills for everyone in today's society. Educators are integrating Scratch across many different subject areas and age groups.



SWITCHEROO ZOO

<https://hourofcode.com/us>

Anyone, anywhere can organize an Hour of Code event. One-hour tutorials in over 45 languages. No experience needed.



CS First

<https://csfirst.withgoogle.com/en/home>

A Google initiative providing teachers with the tools and resources to teach computer science at no cost — so every student has access to the skills that will shape the future.



CodeMonkey

<http://www.maxwainewright.com/a-z/index.html>

CodeMonkey is a fun and educational game-based environment where kids learn to code without any prior experience. After completing CodeMonkey's award-winning coding courses, kids will be able to navigate through the programming world with a sense of confidence and accomplishment.



Kodable

<https://www.kodable.com/schools-and-districts>

Kodable provides easy to follow lesson plans focused on student outcomes so teachers can teach their students to code, no computer science knowledge required.



Hello Ruby

<https://www.helloruby.com/>

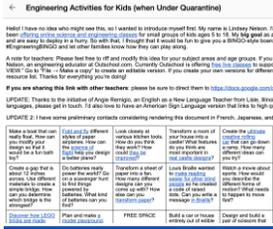
Hello Ruby is the world's most whimsical way to learn about computers, technology and programming. The story started with a book, and now Ruby continues her adventures in exercises, activities and videos. It's suited for kids ages 5 years and older (but even adults might learn something new).



Hopscotch

<https://scratch.mit.edu/educators/>

Build competency in computer science by helping your students create their own versions of popular App Store games like *Crossy Road* and *Subway Surfers*. Differentiated and aligned to the Common Core and Next Generation Science and Engineering Standards.



ENGINEERING ACTIVITIES for KIDS

[https://docs.google.com/document/d/1oCM2Ue9w32EUIgFRXsjwEXU - Up8D6FSSWT8YGiBETE/mobilebasic](https://docs.google.com/document/d/1oCM2Ue9w32EUIgFRXsjwEXU-Up8D6FSSWT8YGiBETE/mobilebasic)

My big goal as an engineering educator is to design activities that use low-cost supplies you already have around the house and are easy to deploy in a hurry. So with that, I thought that it would be fun to give you a BINGO-style board of awesome engineering that jives well with social distancing. Share your activities on social media with #EngineeringBINGO and let other families know how they can play along.

3 WEEKS OF MAKER STATIONS

MAKER STATIONS

<https://drive.google.com/file/d/1T4CZct8hJqYLVT5ZVYpR7SgHLWDWaaUO/view>

41 page PDF consisting of 3 weeks worth of MAKER STATIONS