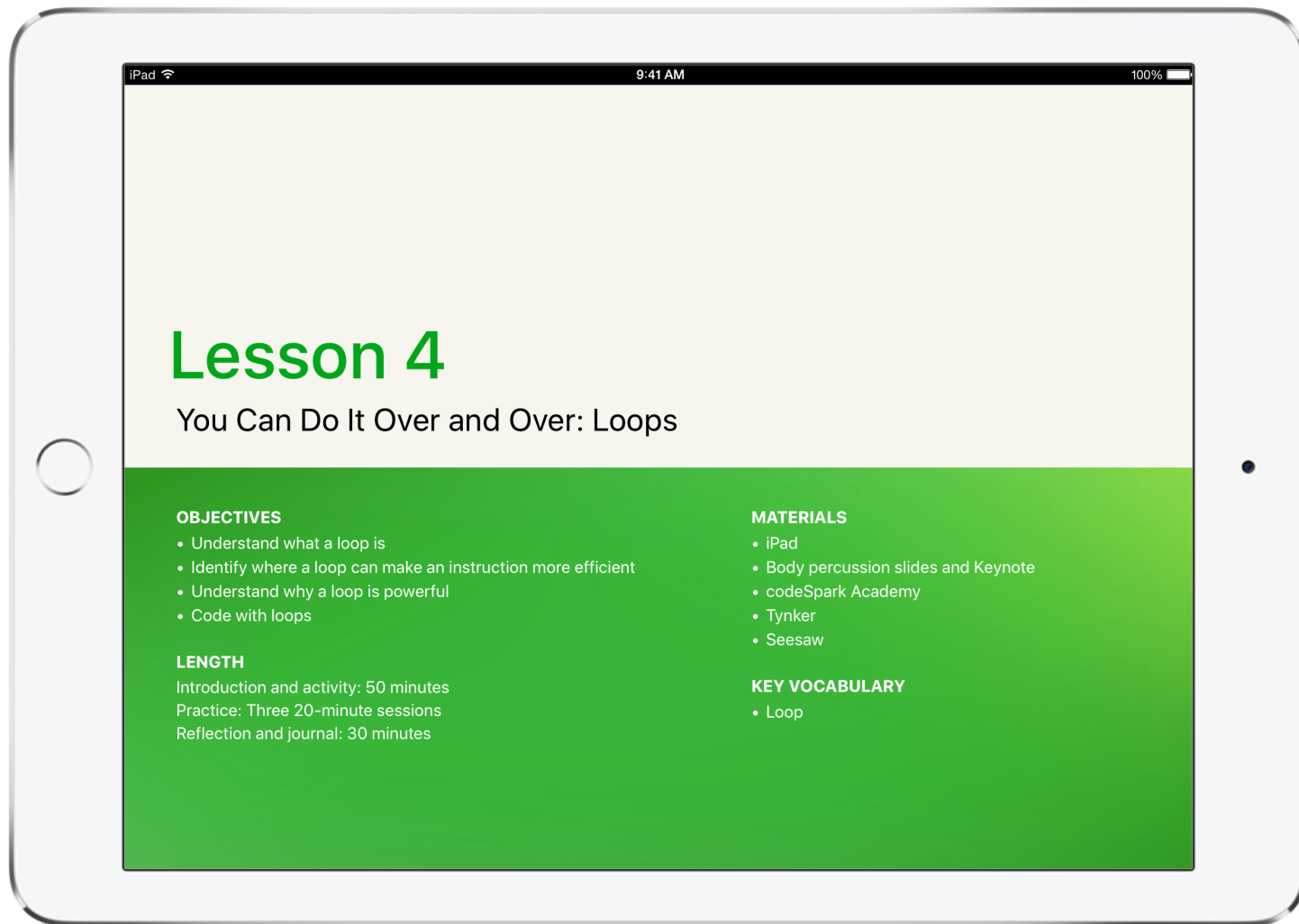




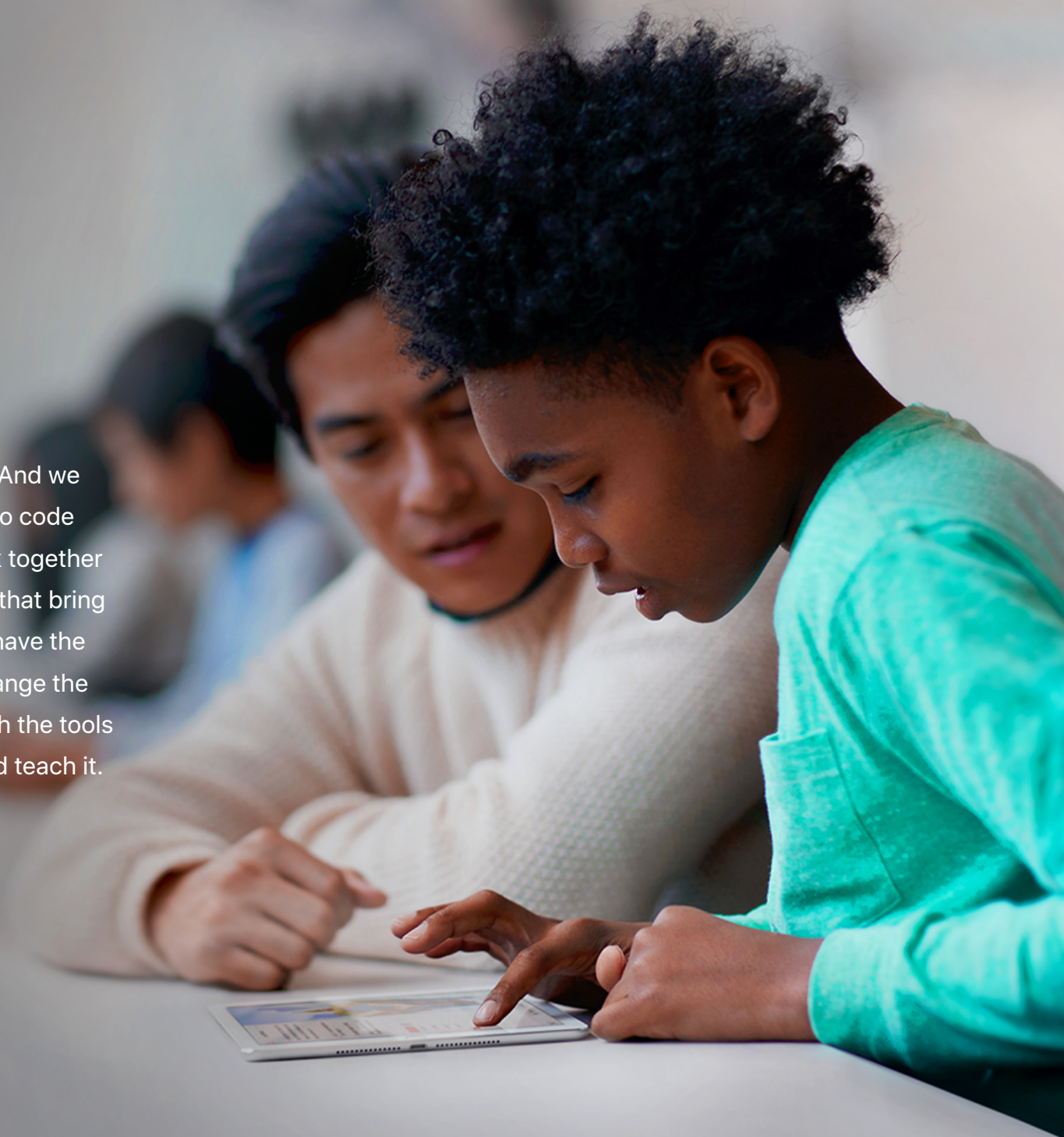
Get Started with Code Curriculum Guide

October 2017



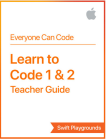
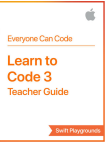
Everyone Can Code

Technology has a language. It's called code. And we believe coding is an essential skill. Learning to code teaches you how to solve problems and work together in creative ways. And it helps you build apps that bring your ideas to life. We think everyone should have the opportunity to create something that can change the world. So we've designed a new program with the tools and resources that let anyone learn, write and teach it.



Everyone Can Code Curriculum

The Everyone Can Code program includes a range of resources that take students all the way from no coding experience to building their first apps. The table below provides an overview of all the free teaching and learning resources available.

Curriculum	Device	Audience	App	Prerequisites	Overview	Learning materials	Support resources	Number of lesson hours included
 Get Started with Code 1 Teacher Guide		Years K through 2	 	None	Begin to think like coders with hands-on explorations of coding concepts using visual-based apps.	- codeSpark Academy app lessons - Tynker Space Cadet course	<i>Get Started with Code 1 Teacher Guide</i>	30 hours, including Teacher Guide and app lessons
 Get Started with Code 2 Teacher Guide		Years 3 through 5		None	Explore fundamental coding concepts, and practise thinking like coders using visual-based apps.	Tynker Dragon Spells course	<i>Get Started with Code 2 Teacher Guide</i>	36 hours, including Teacher Guide and app lessons
 Learn to Code 1 & 2 Teacher Guide		Years 6 through 10		None	Learn fundamental coding concepts using real Swift code.	- Swift Playgrounds app - Learn to Code 1 & 2 lessons - iTunes U course	<i>Learn to Code 1 & 2 Teacher Guide</i> - Apple Teacher Learning Center Swift Playgrounds badges	Up to 85 hours, including Teacher Guide and Learn to Code 1 & 2 lessons
 Learn to Code 3 Teacher Guide		Years 6 through 10		Learn to Code 1 & 2	Expand coding skills and start thinking more like an app developer.	- Swift Playgrounds app - Learn to Code 3 lessons	<i>Learn to Code 3 Teacher Guide</i>	Up to 45 hours, including Teacher Guide and Learn to Code 3 lessons
 Intro to App Development with Swift		Senior high school and university		None	Get practical experience with the tools, techniques and concepts needed to build a basic iOS app from scratch.	<i>Intro to App Development with Swift</i> book and project files	<i>Intro to App Development with Swift Teacher Guide</i>	90 hours
 App Development with Swift		Senior high school and university		None	Build a foundation in Swift, UIKit and networking through hands-on labs and guided projects. Students can build an app of their own design by the end of the course.	<i>App Development with Swift</i> book and project files	<i>App Development with Swift Teacher Guide</i>	180 hours

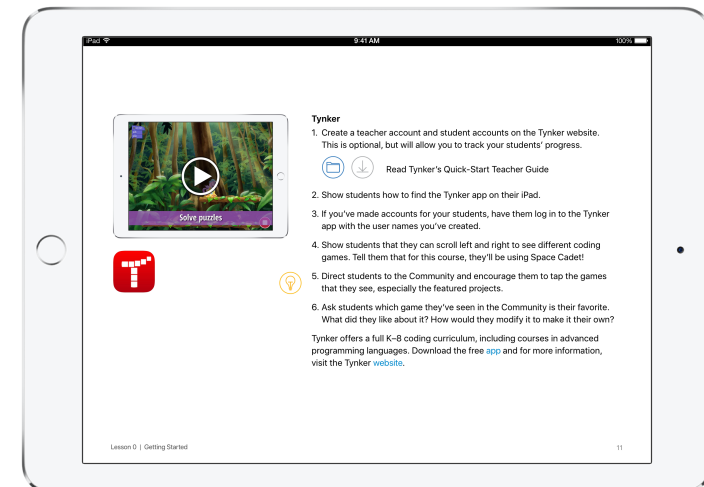
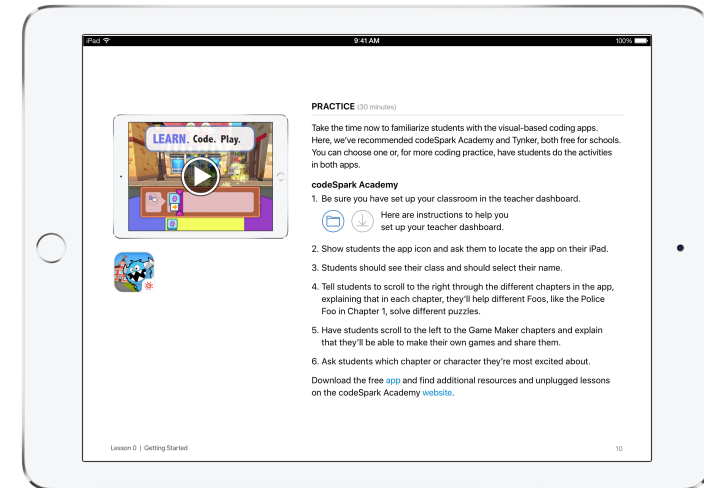
Overview

The early years of schooling are a great time to introduce coding concepts as a way of thinking about the everyday and digital worlds, and to develop foundational skills in computational thinking. Apps that are specifically designed for younger learners — such as codeSpark Academy and Tynker Coding for Kids — use visual-based coding puzzles to develop problem-solving skills, encourage persistence and promote creativity. codeSpark Academy is designed for learners aged five to seven, with a word-free interface that allows pre-readers, English-language learners and students with reading challenges to play. In Tynker, students aged five to 11 begin experimenting with visual blocks, then progress to text-based coding as they solve puzzles and build projects.

In the classroom

Tynker and codeSpark Academy — along with the lessons in the *Get Started with Code Teacher Guides* — are designed to help you bring coding into the early primary school classroom. The lessons highlight key coding concepts, while demonstrating how coding is a way of thinking that can be applied to other learning areas and everyday life.

The Teacher Guides provide the support you need to help your students solve the coding puzzles — no matter what your level of coding experience. Extension activities, app design activities, reflection questions, journal prompts, a grading rubric and more are included to help you deepen students' understanding of the material. You can teach the lessons in a single block or in sections.



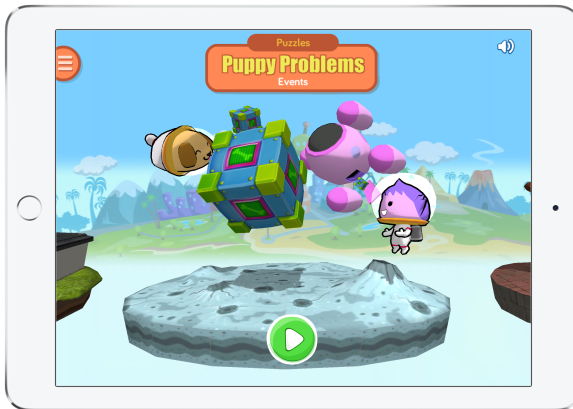
Key Features

codeSpark Academy

Learn. Students solve puzzles in this word-free game to learn basic computer science concepts such as sequencing, looping, conditional statements and more.

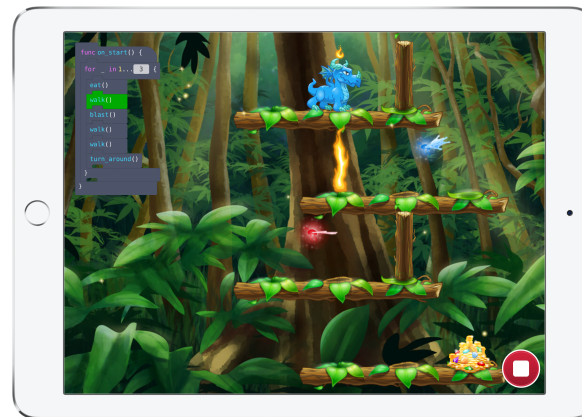
Build. Students then apply their knowledge by coding their own projects in Game Maker.

Self-directed. No coding experience is needed to teach, learn or play. The curriculum and teacher dashboard for progress reports are available to educators for free, in 10 languages.



Tynker Coding for Kids

Coding environment. Students move at their own pace through scaffolded coding puzzles, to learn concepts and apply them creatively.



Automatic assessment. A teacher dashboard assesses students' mastery of skills with puzzles, quizzes and code analyses.

Swift feature. As students solve puzzles, they can switch between visual blocks and Swift blocks, allowing them to get familiar with Swift and preparing them for future programming.

Get Started Teacher Guides

Downloadable files. Template files for student activities and Keynote presentations support in-class student learning.

Answer keys. Tynker and codeSpark Academy puzzle solutions make it easy for you to help students who are stuck.

Student work examples. See what the activities can look like.

Reflections. These questions and prompts for class discussion help you review and reinforce the connection between applying the concept inside and outside a coding environment.

Tips and examples. Ideas for extending or simplifying lessons are included throughout.

App design activities. These lessons guide students through a design process to conceptualise and prototype an app idea that solves a problem in their class or school.

Course Outlines

Get Started with Code 1

By engaging in interactive, hands-on explorations of coding concepts in the context of everyday situations, students will begin to think like coders. They'll learn about commands, sequences, loops, events and algorithms. Working collaboratively, students will practise predicting the output of their code, as well as debugging their own and others' code. They'll also practise using their skills in visual-based coding apps, solving puzzles and designing their own creations. Optional design activities guide students through a design process to conceptualise and prototype an app idea that solves a problem in their class or school.

Lesson 0 — Getting Started. Find out what students already know about apps and coding, set up the class working wall and introduce them to the key apps they'll use across the lessons. Students are introduced to the various roles on an app design team.

Lesson 1 — You Can Order It: Introduction to Sequencing. Students explore everyday sequences, construct a sequence based on a familiar story and solve puzzles in visual-based coding apps using simple sequences. Students explore the different purposes that apps fulfil.

Lesson 2 — You Can Step It: Creating Sequences. By examining the importance of order when sequencing instructions, students learn that the same actions can be reordered to create a different sequence, then they design their own crazy dance. They discover more commands and solve more complex problems in the coding apps. Students compare different apps that help users learn new ideas.

Lesson 3 — You Can Choose It: Flexible Sequencing. Students learn that some steps in a sequence can be flexibly ordered, then they create their own flexible sequences. They explore the different ways a puzzle can be solved, and share their code solutions with other students. Students explore apps that help users engage with other people in their community.

Lesson 4 — You Can Do It Over and Over: Loops. Students identify loops in everyday contexts and get creative with building their own body percussion loops. They look at how loops are represented in coding, and use loops to streamline and simplify their code. Students learn about user interface design and how it can make an app fun and easy to use.

Lesson 5 — You Can Fix It: Debugging. Understanding the importance of persistence and debugging in a range of contexts, students review and apply their new coding skills to solve a challenge and debug other students' solutions. They practise predicting the output of their code and identifying bugs when code doesn't execute as planned. Students dive into designing apps to help solve a problem.

Lesson 6 — You Can Prompt It: Events and Actions. Students explore how events can make their app play and code more engaging and responsive, and learn how to code with events. They consider how we prompt events in everyday life, and create a robot remote control to practise calling events. Students start to design their own apps.

Lesson 7 — You Can, If You Follow the Rule: IF Statements. Students are introduced to conditional statements and find out how to recognise IF statements in their everyday lives. They think about the IF statements that work as the rules in familiar board games. Students code with IF statements, making their code more responsive to conditions in the environment. Students use flowcharts to show how their apps work.

Lesson 8 — You Can Solve It: Algorithms. Bringing together everything they've learned so far, students design algorithms involving a series of steps to solve a problem. They begin with simple recipes and progress to designing and coding their own maze game. Students make prototypes of their apps and complete a milestone project documenting their app design process.

Course Outlines (continued)

Get Started with Code 2

In Get Started with Code 2, students will explore fundamental coding concepts and practise thinking like coders. Along with learning about algorithms, functions, loops, conditional statements and variables, they'll discover the basics of user interface design. Students will work both collaboratively and individually as they strengthen their coding skills by solving real coding problems, testing each other's code and designing programs for a range of bots. They'll also practise these skills in Tynker, solving a range of problems and applying the concepts they learn in classroom activities. Optional design activities guide students through a design process to conceptualise and prototype an app idea that solves a problem in their class or school.

Lesson 0 — Getting Started. Find out what students already know about apps and coding, familiarise students with a visual-based coding app such as Tynker, and set up students' digital journals using an app like Seesaw. Students will be introduced to an app design challenge.

Lesson 1 — Think in Steps: Solving Problems with Algorithms. Students discover algorithms as a set of instructions for solving a problem or performing a task. In the Tynker app, students hatch a dragon of their choice, then build algorithms to solve puzzles while learning sequencing skills. Students design and test algorithms in classroom activities, and start brainstorming apps that can help solve a problem.

Lesson 2 — Think in Fixes: Debugging. Students explore finding and fixing errors in their algorithms and in their coding. In Tynker, they modify algorithms that have bugs in order to create a correct program for solving the puzzles. Students learn about the role keyboards play in apps, and how they might apply this to their own app ideas.

Lesson 3 — Think in Circles: Looking for Loops. Students are introduced to loops as repetitive patterns, then they learn to design and test an algorithm to create a Loopy Snake. In Tynker, they use for-loops to solve puzzles by spotting patterns. Students brainstorm how their app might use the iPad built-in camera and microphone.

Lesson 4 — Think in Bits: Composition and Decomposition. To devise an algorithm for performing a 'cup song', students break down the routine into component moves. In Tynker, they solve problems by breaking them down into smaller subproblems. Students think about how the touchscreen can make their app more interactive.

Lesson 5 — Think in Sets: Abstraction. Students explore similarity and generalisation as they categorise objects into sets, then explain their rationale. In Tynker, they use abstraction to spot similarities between problems, solving increasingly complex puzzles with all their new coding tools. Students think about how to use tools like Bluetooth to connect to nearby devices.

Lesson 6 — Think in Patterns: Forming Functions. In building a performance routine for a command bot, students break it down into functions, then exchange algorithms to test predicted and actual outcomes. In Tynker, students use name and call functions as they reuse sets of instructions to code more efficiently. Students learn about the types of data their app could connect to through GPS.

Lesson 7 — Think in Specifics: Conditional Statements. Students go on a virtual travel adventure, defining their destination with a set of qualifying conditions using IF statements. In Tynker, they use IF statements to handle decisions and alternatives within the puzzles, and brainstorm innovative ways to make their apps unique.

Course Outlines (continued)

Lesson 8 — Think in Cycles: While Loops and Nested Loops. Running a virtual doughnut stand, students use while loops and nested loops to create algorithms for a doughnut bot to decorate enough doughnuts for every customer. In Tynker, students use loops to shorten their code. Students form app design teams and start to prototype an app of their own.

Lesson 9 — Think In and Outside the Box: Variables, Input, and Output. Using variables to design an algorithm for a poetry slam, students perform a song or rap based on audience input. In Tynker, they use variables as they tackle more complex puzzles, using all the coding skills they've learned so far. Students conduct user interviews to help them target an audience for their app.

Lesson 10 — Think in Practice: Design UI. Students analyse what makes a good design, and come up with a sign for their school. In the Tynker activity, they use all the skills they've acquired, completing the lessons of Get Started with Code 2. Students learn about user interface and user experience, and create a mood board for their app design. Then they create an app pitch in the milestone project.

Additional Information

Download the Get Started with Code resources

- [Tynker Coding for Kids](#)
- [codeSpark Academy](#)
- [Get Started with Code 1](#)
- [Get Started with Code 2](#)

Download the Swift Playgrounds resources

- [Learn to Code 1 & 2 iTunes U Course](#)
- [Learn to Code 1 & 2 Teacher Guide](#)
- [Learn to Code 3 Teacher Guide](#)
- [Swift Playgrounds app](#)

Download the App Development with Swift guides

- [Intro to App Development with Swift](#)
- [Intro to App Development with Swift Teacher Guide](#)
- [App Development with Swift](#)
- [App Development with Swift Teacher Guide](#)

Additional resources

- Learn more about the [Everyone Can Code](#) program.
- Learn more about [Swift](#).
- Learn more about [Xcode](#).
- Connect with other educators in the [Apple Developer Forums](#).
- Learn more about [codeSpark Academy](#).
- Learn more about [Tynker](#).

Features are subject to change. Some features may not be available in all regions or all languages.

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