

# Educator Hour of Code: Lesson Plan Outline

## Lesson Overview

This lesson plan provides a general outline and tips to teach the [Hour of Code](#).

### Lesson Summary

**DURATION: 45-60 mins**

#### Getting Started: (2-5 mins)

- [Introduce the activity](#)
- [Direct student to the activity](#)

#### Activity: (20-40 mins)

- [Facilitate and support students to complete the tutorial](#)

#### Wrap-up: (5-10 mins)

- [Debrief and close](#)

#### Assessment/Extended Learning: (2-5 mins)

- [Optional](#)

## Audience

This lesson plan is intended for use with learners of any age who are interested in computer science.

## Learning Objectives

By participating in this lesson, participants will:

- [Insert learning objectives based on chosen tutorial.]

## Facilitation Guide

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## Materials, Resources and Preparation

- Review the [Hour of Code Educator Guide](#) and [Best Practices from Successful Educators](#) to plan your Hour of Code event.
- [Register your Hour of Code](#) event to receive a thank you gift and [fun posters](#).
- Review the unplugged lessons and online tutorials available on [code.org/learn](#), and choose one to run with your students.



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- If you're running an online tutorial, be sure to test it first before asking your students to complete it. Check your technology and decide if you need to troubleshoot anything in advance.
- [Print certificates](#) to hand out at the end.
- Student engagement: 15-25 per facilitator, elementary or middle school, no prior skill necessary.

## Getting Started (2-5 mins)

### Introduce the activity (2-5 minutes)

Kick off your Hour of Code by inspiring students and discussing how computer science impacts every part of our lives.

Show one of [our inspirational videos](#) to frame the discussion:

- For K-8 students, we recommend ["The Hour of Code is Here."](#)
- For older students, we recommend ["Anybody Can Learn."](#)

It's okay if both you and your students are brand new to computer science. Here are some ideas to introduce your Hour of Code activity:

- Explain ways technology impacts our lives, with examples both boys and girls will care about (Talk about saving lives, helping people, connecting people, etc.).
  - 3D printing is being used to create limbs for amputees; microchips to find lost pets; Skyping relatives who are far away to keep in touch.
- Explain that learning computer science is more than learning to code in a computer language, it's about learning how computers and software are changing everything in our world.
  - Digital animation in movies like Inside Out, Shaun the Sheep, Star Wars or Hunger Games; recording music with GarageBand on your computer, mobile banking.
- Let students know that it's important to learn more about how technology works regardless of what career they want to go into.
  - Farming (using data for watering and fertilizing), fashion (programmable LED dresses at NYFW 2015), medicine (using robots for surgery)
- As a class, list things that use code in everyday life, or a list of careers that require knowledge of coding or computers.
- See tips for getting girls interested in computer science [here](#).

### Direct students to the activity (1 minute)

- Write the tutorial link(s) you've chosen on a whiteboard. Find the link listed on the [information for your selected tutorial](#) under the number of participants.
- Tell students to visit the URL and start the tutorial.
- **Tip:** For younger students, load the tutorial page ahead of time or save it as a bookmark.



## Activity (20-40 mins)

Facilitate and support students to complete the tutorial, alone or in groups

### When your students come across difficulties

It's okay to respond:

- "I don't know. Let's figure this out together."
- "Technology doesn't always work out the way we want."
- "Learning to program is like learning a new language; you won't be fluent right away."

### What to do if a student finishes early?

- Students can see all tutorials and try another Hour of Code activity at [code.org/learn](https://code.org/learn)
- Or, ask students who finish early to help classmates who are having trouble with the activity.

## Wrap-Up (5-10 mins)

### Debrief & Close

- Debrief the activity.
- Celebrate and [pass out certificates](#) and stickers.
- Share photos and videos of your Hour of Code event on social media. Use #HourOfCode and @codeorg so we can highlight your success, too!

### Other ideas

- Do a gallery walk so students can see each other's work.
- Do a "Think-Pair-Share" to allow students to reflect individually, discuss with a partner and share out as a group.
- Let participants know they can continue to learn at <http://code.org/learn/beyond>.

## Assessment/Extended Learning (2-5 mins)

### Optional

Time permitting, challenge your students to reflect on the day's activities and continue their learning.

Consider:

- **Exit Ticket.** Have students complete an [Exit Ticket](#) before leaving to assess learning.
- **Flip your classroom.** Challenge students to pick one of the tutorials they didn't complete today, but that one of their friends did, and try to do it on their own at home.
- **Writing prompt.** Have students journal at home about what they learned and how it made them feel.

## Beyond one hour

There are many ways to go Beyond an Hour of Code:

- Explore other curricula [from our partners](#).



- Teach the [Code Studio Computer Science Fundamentals](#) courses. Code.org offers [free professional development](#) for these courses, [online](#) or [in-person](#).
- Invite a computer science expert to your class. [Sign up for a virtual classroom](#).



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