Creative Coding: Lessons and Strategies to Integrate Computer Science Across the 6–8 Curriculum

Author(s): Josh Caldwell

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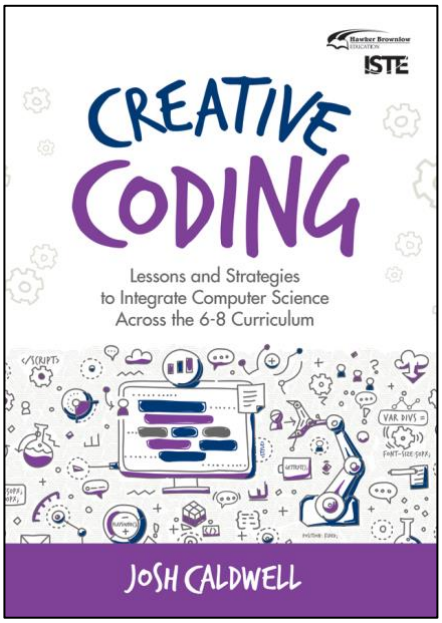

Summary

Access to high-quality computer science (CS) instruction has grown by leaps and bounds in recent years. Thanks to this movement, more students start the middle years with some foundational knowledge of CS and coding. This new set of creative skills empowers students to express themselves in compelling ways, but students still need opportunities and support to develop and hone those skills.

This book helps classroom teachers develop activities and projects to encourage computational thinking and coding skills, and to build bridges between those skills and practice. For maths, science, English and Humanities and Social Science teachers, the resources in this book provide guidance to start integrating coding into their classes to complement and strengthen existing instruction.

Included in this book:

- Pedagogy, strategies and tools for incorporating computer science into your teaching practice.
- Lesson plans, mapped to standards, for English, Humanities and Social Sciences, science and maths classrooms.
- Approaches to assessment and supporting students learning to code.
- Resources, activities and suggestions for adapting lessons to different tools and programming languages.

Other Resources

- *No Fear Coding: Computational Thinking Across the K–5 Curriculum* (IST3677)
- *Coding, Robotics, and Engineering for Young Students: A Tech Beginnings Curriculum* (PRU3653)
- *Learning First, Technology Second: The Educator's Guide to Designing Authentic Lessons* (IST3707)