www.hourofcodedcu.ie

Information for Schools

The DCU IOE Hour of Code Project for 4th Year B.Ed students.

The Hour of Code

The Hour of Code started as a one-hour introduction to computer science, designed to demystify "code", to show that anybody can learn the basics, and to broaden participation in the field of computer science. It has since become a worldwide effort to celebrate computer science. The Hour of Code takes place each year in November/December, but you can host an Hour of Code all year round.

What is the DCU IOE Hour of Code Project?

DCU Institute of Education is proud to participate in Hour of Code. Coding and computational thinking is now a key component of the Digital Learning modules of the B.Ed. Programme at DCU. By partnering with schools, we hope that our final year students can help introduce the concepts of computer programming to primary school pupils. As part of their ongoing assessment, 4th Year B.Ed students have been asked to complete an Hour of Code in a primary school with a class group from 2nd to 6th class during the month of November / December 2019.

The student will arrange a time with the Principal and class teacher that is convenient to come into the school and work with the class for an hour. They will require access to a computer connected to a projector. If your school has laptops or tablets the pupils could use these also, but they are not necessary as the Hour of Code can be facilitated with just a single computer with projection facilities.

Why should your school participate?

✓ The class will receive an Hour of Code Certificate to recognise their participation.

✓ Classes completing the Hour of Code will be eligible to enter into the draw to visit the Microsoft DreamSpace **www.microsoft.com/dreamspace** including €500 towards bus hire.

✓ Coding is now a key aspect of STEM Education in primary schools. The Hour of Code supports your school in the implementation of the STEM Education Policy.

✓ Participating in the Hour of Code may help your school in working towards being Highly Effective in the Learner Experiences Domain as set out in the Digital Learning Framework.

✓ The Hour of Code can be included as evidence for the SFI Discover Science and Maths Award.

✓ Your school is providing an opportunity for a future teacher to give something back to the schools for all the times you have hosted student teachers for school placements.

What happens next?

Once the 4th year student has identified the class that they will carry out the lesson with, they will register your school and indicate that they have got permission from the class teacher and school Principal.

On the day arranged for the Hour of Code, the pupils with the guidance of the 4th year student, will work through a basic tutorial using a computer or tablet to solve a number of problems. The pupils will be introduced to the basics of programming through fun, drag & drop based Minecraft instructions that really do make programming fun.

You will be asked to complete a confirmation slip once the student has completed the Hour of Code. The only data that will be shared with third parties is the number of pupils and geographical spread of schools that have participated in the Hour of Code. No identifying details of pupils or teachers will be shared with third parties. The details of draw winners will be shared with Microsoft Ireland in order to make arrangements for the Dreamspace visit.

For more information, visit **www.hourofcodedcu.ie.** We thank you for your cooperation.