



Step-by-Step Student Guide

The DCU IOE Hour of Code Project is for 4th Year B.Ed students.
Use the following steps, to teach your Hour of Code lesson and complete the assignment.

1. Get permission and register your class

Identify a class (2nd – 6th) that you will carry out the lesson with and get permission from the Principal and class teacher. Give them the School Information Form and explain what is involved in the Hour of Code lesson.

Go to <https://hourofcodecu.ie/register/> to register and confirm that you have got permission of the class teacher and school principal.

2. Choose your Hour of Code activity

In preparation for the lesson, go to the Minecraft Tutorials available at code.org/minecraft. There are 4 to choose from. You completed one of these tutorials "The Voyage Aquatic" in your Week 2 DL workshop of this semester. These require a browser and Internet connection. Choose one and try it out yourself to get familiar with it. If you don't have Internet access in the classroom, you can download the Minecraft Adventurer from studio.code.org/download/mc.

3. Plan how you will implement your lesson

Ask the classroom teacher what devices are available (e.g. laptops, computer room, tablets, teacher computer only). The Hour of Code is best done with Internet-connected devices that can access web-based activities. You don't need a device for every pupil. Choose one of the following options depending on what devices are available. Check out <https://hourofcode.com/us/how-to> for more ideas.

LAPTOP TROLLEY

Check if the school has a set of laptops or devices that can be brought to the classroom. Make sure the trolley is booked and the devices are ready to use on the day.

COMPUTER ROOM

Bring your class to the computer room so pupils can work in pairs or individually. Make sure the room is booked for the hour you need.

WHOLE CLASS

Using the Interactive Whiteboard/ Projector, lead a whole class lesson. In pairs, pupils decide on solutions to each problem. Solutions can be discussed and code entered on teacher device.

NO INTERNET

Download the offline version of Minecraft Adventurer from <https://studio.code.org/download/mc> on to available devices. If using a USB, check with the teacher that this is OK.

WORK IN PAIRS/GROUPS

Get pairs or groups to share a device. Make sure all devices are ready to use on the day.

GO UNPLUGGED

Code.org has a number of activities that teach basic principles of computer science without needing devices. This should only be used if all other options are unavailable.

4. Implement your Hour of Code activity

Arrange to implement the Hour of Code lesson during at a time agreed by you and the school. Two suggested time slots that may suit are Reading week (Nov. 4th - 8th) or Study Week (Dec. 16th - 20th). However, you are not restricted to these time slots. It is best to arrive well in advance to make sure the devices are working and ready to go.

5. After you have finished

Ask the principal to sign the confirmation slip and thank them for participating. Remind them that the class is in with a chance of winning a trip to Microsoft Dreamspace. Confirm a contact email address with the Principal as you will be sending the Certificate of Participation for the class to this address.

Go to <https://hourofcodecu.ie/register/> and upload a photo of the confirmation slip. You will receive your Hour of Code Certificate by email as well as one for the class. You will need to complete the course assignment separately.