



THE NEW LITERACY FOR THE DIGITAL AGE



Richard Le San Francisco Public Library



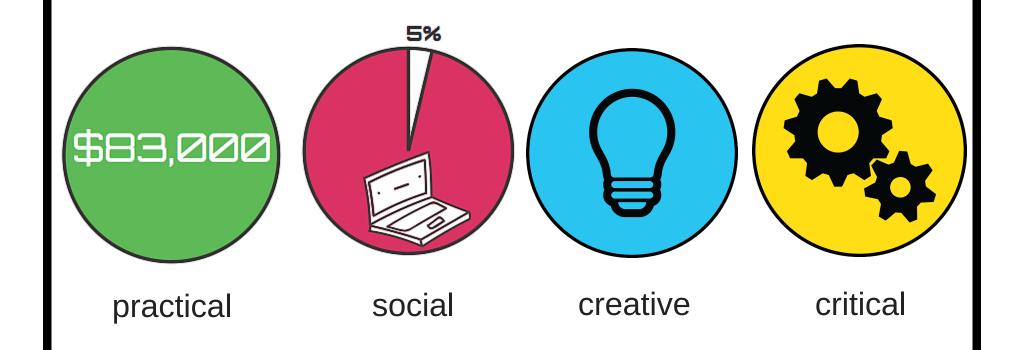
Sylvia Aguinaga San Jose State University



#### ( ) WHAT IS CODE?

Code is a tool that will allow you to do the things you've always wanted to do.





# CODE IN LIBRARIES?



🛄 💋 🧡 New literacy and standard for success in life

🔔 🧶 Relevancy of libraries: community building

#### CODE AT LIBRARIES



Summerlin Public Library



**Chattanooga Public Library** 



San Francisco Public Library



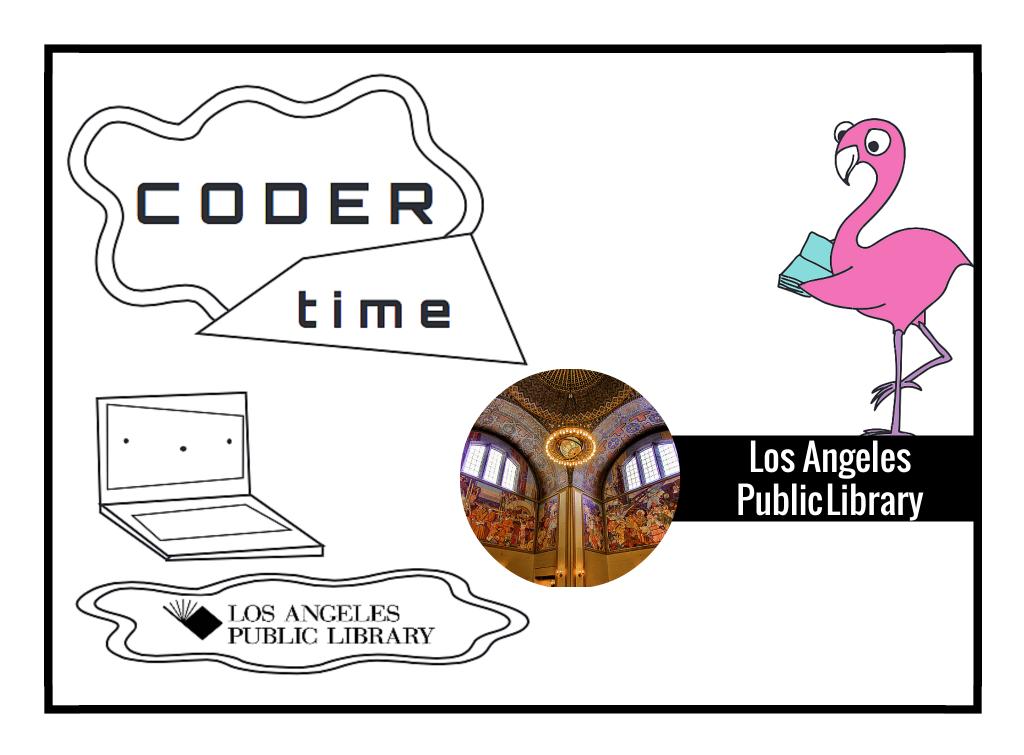
Bentonville Public Library

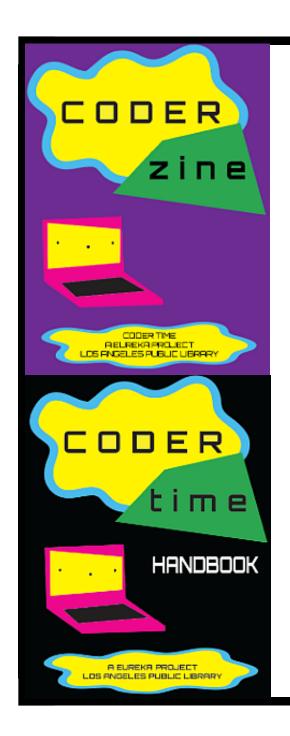


Homer Public Library



Los Angeles Public Library





**PARTNER: LA's BEST** 

**CONTENT + MATERIALS** 

FACILITATOR TRAINING

**CENTRAL CODER TIME CLUB** 

SITE VISITS + DOCUMENTATION

**CULMINATION EVENT** 



#### CODING TOOLS

Free platforms for coding



#### ONLINE

AGES

8+

LEARNING GUIDES



TEACHING GUIDES

VISUAL BLOCKS
CREATE GAMES, ANIMATIONS, ART &
STORIES
SEQUENCING, REPETITION
CONDITIONAL LOGIC

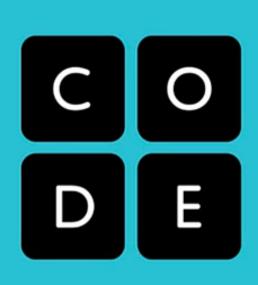
**BEGINNER** 

TUTORIALS
CODING COMMUNITY
REMIX OTHER PEOPLES CODE
AMPLE RESOURCES
MULTIMEDIA TOOLS
LOW FLOOR, HIGH CEILING

#### ONLINE

AGES 5+

LEARNING GUIDES



@codeorg

#hourofcode

TEACHING GUIDES

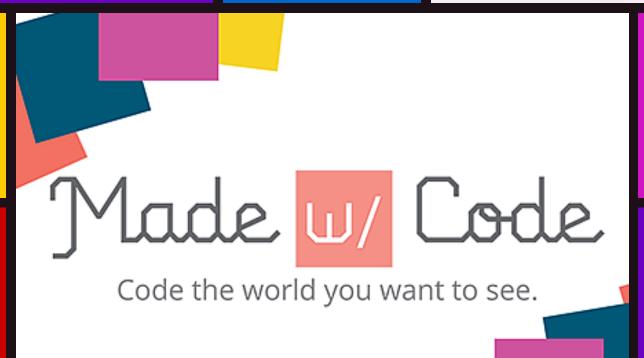
VISUAL BLOCKS
SEQUENCING, REPETITION
CONDITIONAL LOGIC
FUNCTIONS

**BEGINNER** 

SELF-GUIDED INSTRUCTIONS
SIMPLE AND FUN TO PLAY
TARGETS YOUNGER CHILDREN
EASY TO START
PROMOTION MATERIALS AVAILABLE
SHOWS JAVASCRIPT



AGES



**TEACHING GUIDES** 

**VISUAL BLOCKS** SEQUENCING, REPETITION, **PATTERNS** 

**INSPIRATIONAL VIDEOS** BEGINNER FUN, EASY ACTIVITIES RESOURCES



touchdevelop

#### **FREE!**

#### ONLINE

AGES

**10**+

LEARNING GUIDES



TEACHING GUIDES





VISUAL BLOCKS APP SHARING CREATE GAMES AND ART

**BEGINNER** 

SHOWS CODE STEP-BY-STEP INSTRUCTIONS CREATES APPS!

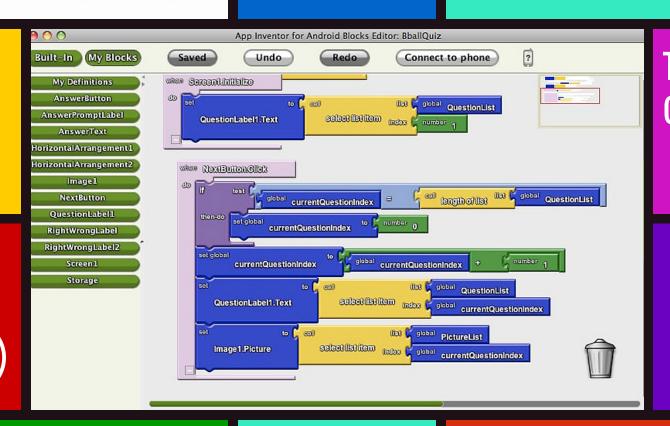


#### **ONLINE**

**AGES** 

8+

LEARNING GUIDES



TEACHING GUIDES

VISUAL BLOCKS

CREATE AND SHARE MOBILE

APPS

INTERMEDIATE

CREATE APPS FOR ANDROID PHONES
STEP BY STEP GUIDES
STRONG DISCUSSION FORUM
SUPPORT





AGES

12+

LEARNING GUIDES



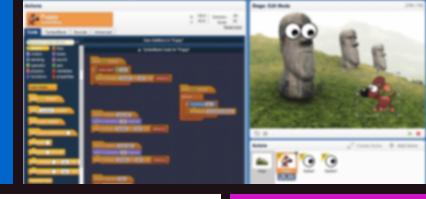
TEACHING GUIDES

HTML & CSS, JAVASCRIPT PYTHON, JQUERY, RUBY PHP, WEB DEVELOPING BEGINNER TO ADVANCED

PROGRAM LANGUAGES
COMPREHENSIVE LESSONS
SELF-GUIDED INSTRUCTIONS
EST. TIME FOR LESSONS
SYSTEM COMPATIBILITY

#### ONLINE + APP

## FREE + PREMIUM



GRADES K- 5

LEARNING GUIDES





**TEACHING** 

SEQUENCING, REPETITION
CONDITIONAL LOGIC
PROBLEM DECOMPOSITION
PATTERN RECOGNITION

**BEGINNER** 

BEGINNERS AND K-4
FUN, INTERACTIVE PUZZLES
PROGRESSIVE LEARNING APPROACH
ONSITE TUTORIALS AND TIPS
CREATE DIGITAL STORIES

#### **MOBILE APP**

## FREE + PREMIUM

AGES 5+

LEARNING GUIDES







SEQUENCING, REPETITION CONDITIONAL LOGIC

**BEGINNER** 

SIMPLE AND FUN TO PLAY
TARGETED YOUNGER CHILDREN
COMMON CORE ALIGNMENT
AVAILABLE ON MULTIPLE DEVICES AND
APP

## OFFLINE EDITOR

FREE + PREMIUM



**AGES** 

12+

LEARNING GUIDES



TEACHING GUIDES

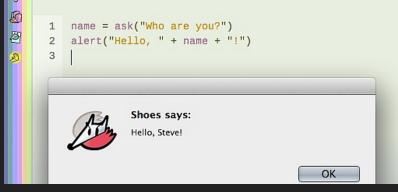
CREATE GAMES, ANIMATIONS, ART & STORIES AND SOLVE PUZZLES

INTERMEDIATE + ADVANCED

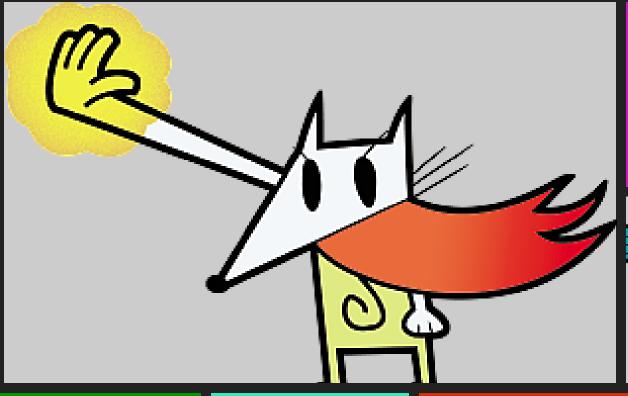
CREATE GAMES WITHOUT CODES
PUBLISH GAMES IN DIFFERENT PLATFORMS
BUILD-IN CURRICULUM ON TO DEPLOY
SOFTWARE IN LESSON PLANNING
HELPFUL DISCUSSION FORUM

## OFFLINE EDITOR

#### FREE!



AGES 12+





**BASICS OF PROGRAMMING** 

INTERMEDIATE + ADVANCED

CREATE FUN GAMES
FOR INTERMEDIATE TO ADVANCED USERS
OFFER MANY FLEXIBILITIES TO CREATE
THINGS

#### ONLINE

#### FREE!

#### CRUNCHZILLA

#### GRADES K- 5

LEARNING GUIDES



How about you try it? Can you replace both the 90 numbers used for the (left, top) of the second box with a variable? Hint: Either create a new variable or change offset and then use offset.

```
1 var offset = 30;
2 var size = 80;
3 c.fillStyle ="lime";
4 c.fillRect(offset, offset, size, size);
6 c.fillRect(90, 90, size, size);
```



TEACHING GUIDES



CONCEPTS LIKE VARIABLES, LOOPS, CONDITIONALS, EXPRESSIONS, AND FUNCTIONS

**INTERMEDIATE** 

SIMPLE AND FUN TO LEARN GAMES BY AGE LEVEL LEARNING GUIDE LEARN SIMPLE JAVASCRIPT



#### WHY THESE PLATFORMS?

- Simple to setup and run
- Ready to use curriculum and lessons
- Kids learn independently
- Minimal cost to libraries
- Specialized staffing not required



#### WHY VISUAL BLOCKS?

- Interactive: select character + backdrop
- Guided learning: built-in tutorials
- Engaging: Puzzles
- Immersive learning: play, learn and share
- Transition to mainstream coding languages



#### **EDUCATIONAL VALUE**

**COMPUTATIONAL** 

**THINKING** 

#### **PROGRAMMING CONCEPTS**

Repetition	Problem decomposition
Conditional logic	Pattern recognition
Computer drawing	Abstraction
Handling keyboard input	Algorithmic thinking
Creating apps	Automation

FOR RUNNING CODE WORKSHOPS





**BUY-IN** get the support you need

INJECT

insert fun, creative activities or demos

**PARTICIPATE** 

insert group interactivity

**INTERACT** 

make is it interactive, sociable and fun

**INVOLVE** 

get parents and adult involved

CHALLENGE

create challenges and competition



#### (<del>-</del>) TAKE ACTION

#### PARTNER UP!

#### Girls Who Code Black Girls Code Code-to-Learn Foundation Math And Coding Local tech companies and schools

#### **DO IT YOURSELF**

- Be excited
- Create sharable and scalable library-created content
- Take advantage of workshop guides



#### RESOURCES FOR LIBRARIANS

Bitesize (from BBC Learning)		
Barefoot Computing		
Resources for Coding (Tech-Girls)		
MathAndCoding		
Code.org		
CodeAcademy		
createwithcomputers.com		
Code   Código : A guide for parents		
Coderzine		

#### SUSTAINABILITY

BEYOND THE HR OF CODE

### PARTNER

with local schools, organizations & tech companies



ideas to parents, teachers and administrators

#### VOLUNTEER

get volunteers to teach the class

#### **APPLY**

for government grants and funding



#### ( TODAY'S RESOURCES

- RNC V Presentation website:
  - libcode.weebly.com
- LJ createwithcomputers.com
- Coding platform SPECS
- Código: Una guía para padres
  - Code: A guide for parents



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