

UK HOUR OF CODE

25th Anniversary of the World Wide Web MARCH 3-9 2014

One Hour
Be part of the coding
revolution

**Create a foundation
for success**



“Everybody in this country should learn how to program a computer... because it teaches you how to think.”

— Steve Jobs (Apple founder)



Code.org is organising a national campaign to get UK students of all ages to participate in the Hour of Code this March. Register now to participate at: <http://uk.code.org>

What's the Hour of Code?

The UK Hour of Code is a self-guided activity that every student, in every classroom, can do. A variety of hour-long tutorials will be available for students to try out the basics of computer science.

Bring it to your classroom

- **Calling ALL teachers:** To offer this to all UK students, we need help from all teachers especially in primary and secondary schools, and schools with no computer science department.
- **No experience needed:** We will provide activities for all students, from year one up.
- **Minimal prep time:** Our self-guided online tutorials make it easy for any teacher to host an Hour of Code with minimal preparation.
- **Computers are optional:** Students can learn basic programming concepts on a computer, tablet, smartphone — or no device at all.

The 25th Anniversary of the World Wide Web.

Code.org is launching the UK Hour of Code as part of the celebrations of the 25th anniversary of the creation of the World Wide Web by the ultimate UK coder, Tim Berners-Lee. Hour of Code is geared to encourage interest in computer science and show that anyone can learn the basics.

Today, we're surrounded by technology. Many students have their own tablets and phones — and yet too few are learning how computers actually work. Simple computer science activities can help nurture creativity and problem solving skills. By getting a feel for computational thinking early, students will have a foundation for success in any future career path.

Did you know:

- Students who learn introductory computer science show improved scores in maths. Computer science will be on the curriculum in England from September, and all students can learn the basics, starting in primary school.
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- In the US close to 20 million people tried the Hour of Code the week of December 9th 2013.
- In the UK, 1 in 20 of the working population has a job in IT, and the IT specialist workforce is forecast to grow nearly twice as fast as average employment growth.
- Yet just 0.4% of all A-levels sat are in Computing and less than 7% of those taking A-level Computing are female.

(Source: e-skills UK)

Hour of Code Participation Guide

3-9 March, 2014

- 1 **Details** on Hour of Code tutorials and activities
- 2 **Recruit every teacher** to participate
- 3 **Plan** your hardware needs—computers are optional
- 4 **Spread the word** to students and parents
- 5 **Beyond** the Hour of Code



1 Details on Hour of Code tutorials and activities

We host a variety of hour-long tutorials on the <http://uk.code.org> website for students to do — some developed by Code.org, others developed by partner organisations. Many of the tutorials will be compatible with tablets and smartphones, and there will be some “unplugged” lessons that require no computer at all.

All tutorials will share these factors:

- Minimal teacher preparation time.
- No prior experience required from teacher or student.
- Can be completed in one hour or less.

2 Recruit every teacher to participate

Our ambition is to give every student across all key stages the opportunity to do the Hour of Code during the week of the 25th anniversary of the World Wide Web. For this to happen, we’ll need widespread support from teachers, headteachers and parents.

- If you’re a **headteacher**, plan for all your students to do the Hour of Code. You don’t need a computer for every child.
- If you’re a **teacher**, host an Hour of Code event for all of your students throughout the week. Encourage other teachers to do the same.
- If you’re a **parent**, pass this on to your local school. And consider volunteering to help.

3

Plan your hardware needs—computers are optional

The best experience will be for students to use internet-connected computers. But you don't need a computer for every child to participate.

Here are a few options:

In the computer lab: Bring your class to the computer lab for one period so students can do the Hour of Code together. (Computers need to be internet-connected to access web-based tutorials.)

In the classroom: If your classroom already has internet-connected computers, tablets, or laptops, your students can take turns doing the Hour of Code throughout.

On the SMART Board: If your classroom has a web-connected SMART Board, the entire classroom can do an Hour of Code together on the shared screen.

Work in pairs: Have students do the Hour of Code in pairs. This requires fewer computers, and students collaborate to learn more.

Use smartphones: If your school doesn't have enough computers or Internet access, many of the one-hour activities will also work on smart phones. Kids without smartphones can pair up.

Engage parents to bring hardware:

Schedule the Hour of Code in conjunction with a classroom event and ask parents to bring in tablets for the class to share (in schools that have WiFi).

Go “unplugged:” We will offer “unplugged” tutorials that teach introductory principles of computer science — without an electronic device.

Promote the Hour of Code at your school ahead of time. When you register your participation, we'll send you more materials as the date approaches.

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Spread the word to students and parents

Share Promotional Materials

Show your students the video we've prepared—it features people like Microsoft founder Bill Gates, Facebook founder Mark Zuckerberg, and Black Eyed Peas founder will.i.am talking about the importance of programming. We also have posters you can print and post around your school.

Host a school-wide assembly

The biggest and best way to kick off the Hour of Code is with a school-wide assembly. You can show the video that got the US coding, invite a speaker (e.g: a local business person from the tech industry. You can reach out to <https://www.founders4schools.org.uk> for that and they can help you organise it very easily). You can also engage students to try an “unplugged” activity live in front of the entire school. In secondary schools, this is a great way to recruit students to sign up for computer science courses when they choose their options. In primary schools, it can kick off the first of many more classroom lessons.

Inform parents

Tell parents about the UK Hour of Code and encourage them to participate too, at home or at work. Parental involvement will be critical to building the nationwide support we need to get the UK's students coding.

Reward participants

To go the extra mile, create prizes and awards for participants in the Hour of Code,

5 Beyond the Hour of Code. Keep learning!

whether for students or teachers.

We hope you and your students are inspired to do more after finishing the Hour of Code. At <http://uk.code.org/resources>, you can find a growing range of excellent resources if you want to:

- Inspire your students about the world of technology

- Access resources and lesson plans for the computing curriculum

- Help your most motivated students learn more or

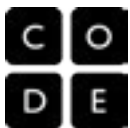
- Learn more yourself!

We have included some of them below but the full list is at <http://uk.code.org/resources>

If you want to...	Take a look at....		Description
Inspire your students about the world of technology	BigAmbition	www.bigambition.co.uk	BigAmbition from the employer organisation e-skills UK helps 14-19 year olds make informed choices about digital careers.
	founders4schools	www.founders4schools.org.uk	Easily arrange for entrepreneurs and founders of successful, growing businesses to visit your school and inspire your students.
Access resources and lesson plans for the computing curriculum	Apps for Good	www.appsforgood.org	Offer an extended curriculum project for Key Stage 3
	Behind the Screen	www.behindthescreen.org.uk	Prepare your pupils for GCSE with a free, fully resourced computing scheme of work from e-skills UK.
	Coding@CC4G	www.cc4g.net	Inspire girls to take on the digital world with confidence.
Help your most motivated students to learn more	Codeacademy	www.codecademy.com	Signpost your students to independent learning - Codecademy helps people all over the world to learn to code interactively.
	Code Club	www.codeclub.org.uk	A nationwide network of volunteer-led, free after school coding clubs for children aged 9-11.
	CoderDojo	www.codedojo.com	Hosted by volunteers, Coderdojos teach children and young people web development and app creation.

Learn more yourself	Cambridge GCSE Computing	www.cambridgegcsecomputing.org	Sign up for a Massive Open Online Course (MOOC) based on OCR's GCSE computing curriculum.
	Computing at School	www.computingatschool.org.uk	Access teaching material, training, local hubs, newsletters and get the opportunity to meet with like-minded colleagues.
	Decoded	Decoded.co	Attend CodeED: a one day immersive experience that will inspire educators of all subjects and ages, demonstrate the power of code and provide the essential tools to bring this into the classroom.
	Raspberry Pi	www.raspberrypi.org	Buy a Raspberry Pi (a tiny, cheap, accessible programmable computer) and get started coding yourself.

Join the movement! Help us make history this March. With every student on board, the Hour of Code will be a record-breaking event, and a springboard for lasting change in our schools. **Start planning now at <http://uk.code.org>**



Code.org is a non-profit dedicated to growing computer science education. Our vision is that every student in every school should have the opportunity to learn computer programming. We believe computer science should be part of the core curriculum in education, alongside other science, technology, engineering, and mathematics (STEM) courses, such as biology, physics, chemistry and algebra.

For more information, visit <http://uk.code.org>, or email help@code.org.