

**Business Hours**  
**Noon – 3.30pm**

Dear Parents,

Hopefully everyone is doing well and students have settled into e-learning. I have missed my wonderful and creative students!

As regards e-learning, Elementary STEM will be added this week. This class is more challenging to offer virtually due to the amount of supervision and assistance required by students, and the technology issues. There are several other factors which make it difficult to find one fit for all for e-learning. Some students have access to a computer while others don't. Some may have to borrow from parents who need to work and aren't able/willing to share their devices. Many coding sites don't work on tablets, have costs involved, or work with Windows but not Mac devices and vice versa. Given the diverse range of devices and technology that students will be using, and the fact that I am not able to "look over their shoulder" and see error messages when they occur or investigate problems on personal devices, as I normally would, trouble-shooting would prove extremely difficult under the circumstances. For these reasons, and in fairness – for equitable learning for all students- work will be assigned on other Computer-Science/Critical-Thinking activities rather than coding itself. For those who are eager to code on their own however, for optional *independent* study only, I recommend the sites below.

**4th grade - Optional:** Coding resources for independent study.

**Scratch**

This is always a favorite with the students in class, and there's even a junior version available if younger siblings would like to participate also.

"With the Scratch programming language and online community, you can create your own interactive stories, games, and animations -- and share your creations with others around the world. As young people create and share Scratch projects, they learn to think creatively, reason systematically, and work collaboratively."

Students can go to the website and set up their own online accounts or download Scratch to their devices and work offline instead.

See the "faq" link below for information on the above, and what types of systems/devices can be used.

<https://scratch.mit.edu>

<https://scratch.mit.edu/info/faq>

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There are also some handy Scratch coding cards available to print, OR you can purchase a boxed set from Amazon or Barnes and Noble and save on printing and color ink. It is not necessary to have these but they are very useful. If you would like me to send you a copy of the pdf then just let me know.

**Code.org**

Hour of Code activities. The students are familiar with these and have used them before.

*“Code.org® is a nonprofit dedicated to expanding access to computer science in schools and increasing participation by women and underrepresented youth. Our vision is that **every student in every school has the opportunity to learn computer science**, just like biology, chemistry or algebra...Code.org also organizes the annual Hour of Code campaign which has engaged more than 15% of all students in the world. Code.org is supported by generous donors including Amazon, Facebook, Google, the Infosys Foundation, Microsoft, and many more.”*

<https://code.org>

**CoderZ**

CoderZ Introduces block-based coding and robotics. Students love the immediate feedback of the gamified missions and 3D robot simulation that guides them through engineering, computer science, math and other STEM learning.

CoderZ have generously offered free access to their online curriculum during school closures. I have therefore set up an account for all my students. If you would like to try this out then please follow the link below. If it asks for a Join Code then enter the Class Code below if required.

<https://play.gocoderz.com:443/login/#/joinclass/wiryaside>

(class code: **wiryaside** )