# Code Jumper: A Universal Design for Learning Solution for Computer Science Education

Presented on 1/19/2021

## Resources

### Code Jumper Website

[www.codejumper.com](http://www.codejumper.com)

### Presentation Reference

Creative Technology Lab Research

# Utilizing the Universal Design For Learning Framework in Computer Science Education

<https://ctrl.education.illinois.edu/TACTICal/udl>

## Points on Universal Design for Learning

### Learner Variability accounts for...

1.Attracts attention and engages interest

2.Perceive, understand, or use information

3.Navigate learning environment and express what they have learned

### Curriculum planning should consider...

1.Multiple ways to develop interest and regulate attention

2.Multiple ways of presenting information

3.Multiple ways of expressing understanding

### 3 Tenants of Universal Design for Learning

Expression

Engagement

Representation

## Basics on Code Jumper

### What is Code Jumper?

•Physical programming language designed by Microsoft and developed by APH.

•Designed to teach basic computer programming concepts to students ages 7 to 11.

### How does Code Jumper work?

Similar to block-style coding, but tangible.

Code Jumper teaches concepts with physical pods and audio feedback.

Songs, stories, themed sound sets, and custom sounds.

## Pricing and Information

•Tiered Pricing

* Quota $795.00
* Non-Quota $999.00

### •Information

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