Access Academy

AMERICAN PRINTING HOUSE

Unbox your Code Jumper

Out-of-the-Box ideas for getting started with STEM

Robin Lowell

i2e

Accessibility Advocate

Learning Objectives

- The participant will:
  - Identify the components of the Code Jumper kit.
  - Build multiple Code Jumper programs using different pods.
  - Experience creating a program using the Code Jumper curriculum.
  - Discuss the basics of coding using Code Jumper.

Access Academy

AMERICAN PRINTING HOUSE

Challenges

- Code Jumper may be intimidating for teachers with little experience with coding and STEM.
- Popular classroom coding tools are inaccessible to students with visual impairment.
- Students need equitable access to coding instruction in the classroom.

Access Academy

AMERICAN PRINTING HOUSE

Code Jumper

Robin Lowell
Senior Manager Accessibility, i2e
TVSI

AMERICAN
PRINTING
HOUSE

Code Jumper (cont.)

Why is Coding Important?

Let’s Get Coding!

AMERICAN PRINTING HOUSE

Program 1: Basic Program Building

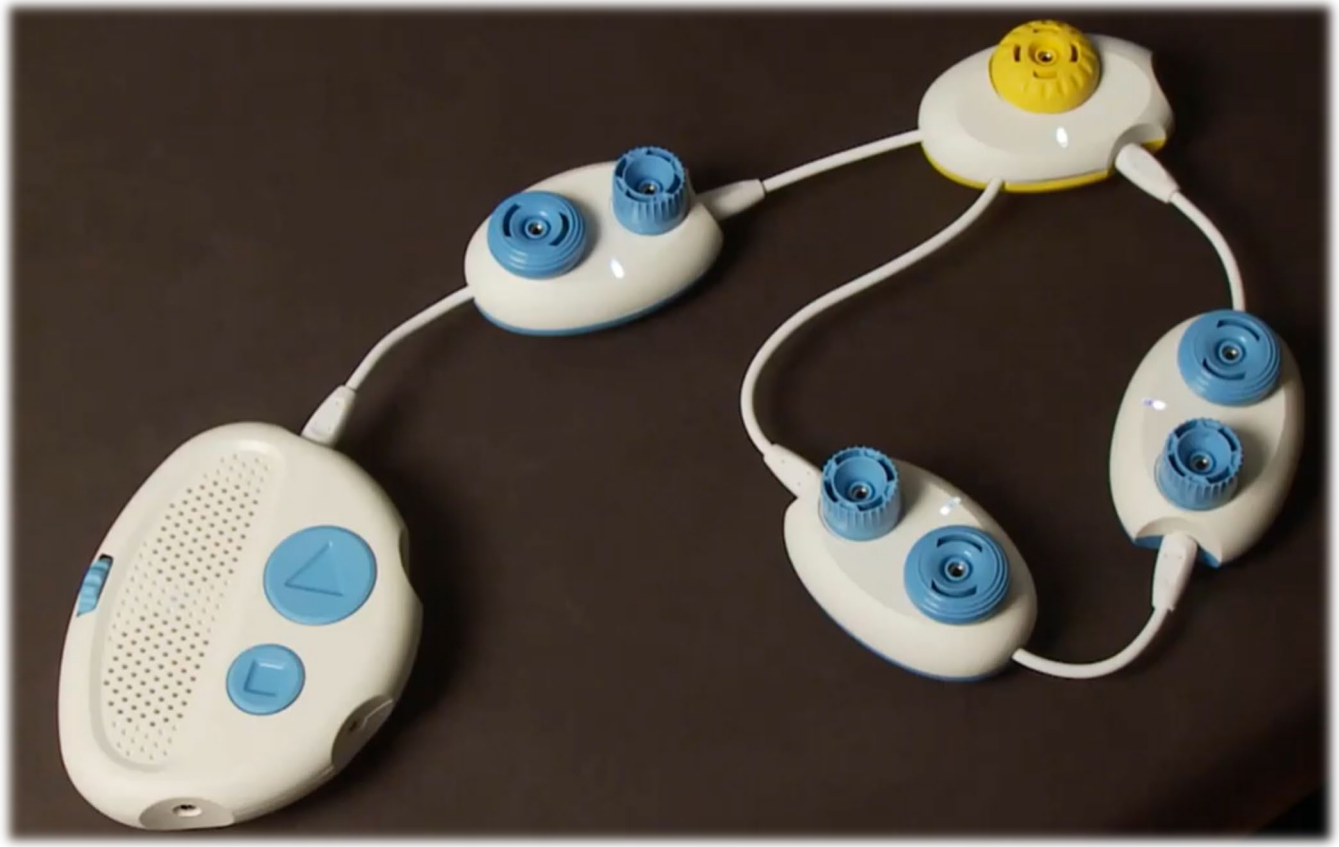
- **Hub**
- **4 Play pods**

WHAT IS YOUR IMPRESSION OF BUILDING YOUR FIRST PROGRAM WITH CODE JUMPER?

AMERICAN
PRINTING
HOUSE

Program 2: Loops and Sequence

- Hub
- 8 Play pods
- 1 Loop pod



WHERE DO WE SEE LOOPS AND SEQUENCES IN OUR EVERYDAY LIVES?

Program 3: Selection and Plugs

An IF/ELSE statement: If-else: to check and see if some expression is true, and if it is do something, otherwise do something else. Defining a statement that evaluates true or false.

Selection: A structure in computer programming where, if a question is asked, the program decides what to do next based upon the answer. This is sometimes referred to as an if-then-else statement.

Program 3: Selection and Plugs (cont.)

- Hub
- 5 Play pods
- Selection pod
- Merge pod
- Plugs:
  Random, 2, 7

AS YOUR PROGRAMS GROW IN COMPLEXITY, HOW ARE YOU EFFECTIVELY ORGANIZING YOUR WORKSPACE?

AMERICAN PRINTING HOUSE

What are other resources to find out more about coding?

www.code.org

www.k12.cs.org

www.csteachers.org

www.csforall.org

Core Practices of Computer Science
k12cs.org

1. Fostering an inclusive computing culture
2. Collaborating around computing
3. Recognizing and defining computational problems
4. Developing and using abstractions
5. Creating computational artifacts
6. Testing and refining computational artifacts
7. Communicating about computing

Questions/FAQ's

- Available on Federal Quota Funds
- You can find more information and the curriculum at **codejumper.com**
- Available for Windows 10 devices and Android

Code Jumper

Quota:

Non-Quota:

Access Academy

AMERICAN PRINTING HOUSE

Discoveries

- Computer science is an important part of every student's education.
- Anyone can teach coding with Code Jumper.
- Code Jumper uses natural language to introduce coding concepts.
- Code Jumper adheres to Core Practices of Computer Science.

Access Academy

AMERICAN PRINTING HOUSE