INTRODUCTION COMPUTER CODING
Youth Empowerment Program
Guide for Teachers

OVERVIEW

This class offers an introduction to computer coding through Scratch, a block-based coding language software for beginner coders. Participants will engage in a series of projects to learn fundamental coding concepts, foster creativity, problem-solving, and critical thinking.

OBJECTIVES

- Introduce participants to basic coding concepts using Scratch
- Allow participants to create interactive stories. games/nimitions
- Encourage collaboration and sharing of projects
- Build confidence in using coding as a tool for expresssion, and problem-solving

MATERIALS NEEDED

- Computers with Internet access
- Scratch accounts (pre-created or set-up during class)
- Projector and screen for demonstrating concepts (optional)
- Handouts with basic coding concepts and exercises (optional)

PREPARATION STEPS

1. Familiarize yourself with Scratch: Spend time exploring Scratch's interface and creating a few simple projects to become comfortable with the platform.
2. Set up Scratch Accounts: Decide whether to create Scratch accounts in advance or guide participants through account creation during the first class. If creating accounts in advance, ensure username's and passwords comply with privacy policies.
3. Prepare the Classroom: Arrange computers/laptops so participants have access.
4. Test internet connectivity and the Scratch platform on all devices before class begins.
5. Print Handouts (optional): Print any handouts or materials (such as basic coding concepts, examples, or exercises) to be used as references or aids during the class.