

Last update:

Aug 2016

**Program Name:**

**Crack the Code**

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| **At a Glance** | | | | | |
| A fun family event where people of all ages can learn a little bit about coding. **An event resource bin will be sent to your library before the program date.** | | | | | |
| **Learning Outcomes** | | | | | |
| Participants will:   * Be introduced to basic coding through a variety of activities appropriate for a range of ages. * Recognize coding as a foundational skill. | | | | | |
| **Logistics** | | | | | |
| **Format:** | **Location:** | **Audience & Max Group Size:** | **Run Time:** | **Set-up Time:** | **Clean-up Time:** |
| Big event with activity stations  Staff-led with adult volunteers | Throughout the library | All ages; targeted mainly at families  Max size determined by space | 90 min | 30 min | 30 min |
| **Materials Needed** | | | **Alternative Materials** | | |
| * Crack the Code resource bin (provided) * Chromebooks (preferred) or PCs | | | * None needed | | |
| **Prep & Set-up** | | | | | |
| This fun, noisy program will feature various coding activities appropriate for ages 3 to 93. Volunteers will facilitate the activities at each station, and encourage parents and children to explore coding together. Activity stations can be set up in a room, or throughout the library in the appropriate areas (the preschooler activities in the children’s area, for example). Each station should have at least one adult volunteer running it, with the library staff person providing oversight for the event.  There are two types of activities: offline (no screen) and online (requires computers). Families with children under age six should focus on the offline activities. For older kids, teens and adults, the focus will be on trying fun self-directed online coding lessons with help from volunteers. Kids and parents are encouraged to attempt these together.  The setup of each activity is dependent on your library’s size and available spaces. Offline Activities  |  |  |  | | --- | --- | --- | | **Activity** | **Ages** | **Recommended Setup** | | Code-a-pillar toys | 3-6 | Floor space with small obstacles like toys or stacks of board books | | Robot Turtles board game | 3-8 | Tables and chairs | | littleCodr card game | 4+ | Medium to large open area (some obstacles like furniture are fine but the more open the better) | | IF-THEN game (optional) | 4+ | Large open area |   Online Activities  |  |  |  | | --- | --- | --- | | **Activity** | **Ages** | **Recommended Setup** | | Hour of Code modules | 6 and up | PCs or Chromebooks, with at least two chairs per computer. Chromebooks are preferred since there’s no login needed. | | | | | | |
| **Overall Timing** | | | | | |
| All activities should be set up before the program starts; participants will move through the stations at their own pace. | | | | | |
| **Observations + Things we want to try next time** | | | | | |
| Record your observations or notes here, then please be sure to pass them on to [Carrie.Kitchen@calgarylibrary.ca](mailto:Carrie.Kitchen@calgarylibrary.ca)  *(What questions did participants ask? Where did they get stuck? What little tweak do you want to try next time?)* | | | | | |
| **Additional Resources for Staff** | | | | | |
| Available on SharePoint at:  [**Service Delivery 🡪 Public Documents 🡪 Coding Programs 🡪 Crack the Code**](http://sharepoint/servicedelivery/Shared%20Documents/Forms/AllItems.aspx?RootFolder=%2fservicedelivery%2fShared%20Documents%2fCoding%20Programs%2fCrack%20the%20Code&FolderCTID=0x012000AC0FCCE46F7B3B4C977BB347A4CC7491&View=%7b8B0F5ED0%2d11B1%2d450E%2dAE74%2dC75159895D5D%7d)   * Program Plan * Staff Checklist * Crack the Code Volunteer Handbook * Board game instructions | | | | | |