



CodeHS

Computing Ideas Course Features



OVERVIEW

The Computing Ideas course is a beginner computer science course introducing the basics of programming with Karel the Dog, the basics of designing a web page, and an overview of how information and images are represented with computers. Students will learn to code using blocks to drag and drop, but can switch between blocks and text as desired. Students will create a portfolio on the web of the projects they build throughout the course.

TEACHER TOOLS

Monitor class and individual student progress, easily and efficiently grade student work, design a customizable and dynamic class syllabus and more. Teachers find tools to save them time and focus one-on-one with their students.

TEACHER RESOURCES

Access daily lesson plans, offline handouts and activities, sample solutions and more. Teachers have access to all of the resources they need to teach their class, all in one place.

TEACHER SUPPORT

CodeHS tutors help with debugging and provide feedback to teachers working through CodeHS content. Our Account Management Team assists with implementation and best practices before and during the school year.

AUTOGRADING

Autograding provides immediate feedback on the functionality and style of a program. Students receive helpful feedback to help them debug their programs, without needing immediate support from their teacher.

CREATE AND CUSTOMIZE CURRICULUM

With CodeHS Create, teachers can customize their own curriculum and create exercises, projects, assessments, autograders and more.