CodeHS

Getting Started Packet

Follow these steps to make sure that you know exactly how to use CodeHS in your class!

Teacher Setup

__ *Set Up An Account:*

- Sign up for a CodeHS teacher account here: https://codehs.com/signup/teacher.
- Once you input your information, you will be taken to your personal teacher page! You can create and manage classes, access resources and tools and more from your teacher page.

__ *Add Your Classes:*

- Type in the name of your first class in the box beside “My Classes”. Click the “+ Add” button.
- Create a separate class for each of your classes/sections that will be using CodeHS.

__ *Invite Your Students:*

- Each of your classes has a unique class code, which can be found to the far right of the class name on your teacher page. Students will use this code to join the correct class.
- Provide students with the correct class code and direct them to visit this link: http://codehs.com/go to sign up.
- Once students sign up for your class(es), you’ll be able to see a class roster for each class by clicking on the class from your teacher page.

__ *Explore CodeHS content and Teacher Resources*

- To prepare to lead a great class with CodeHS, make sure you work through the curriculum yourself!
- Get started by clicking the “My User Page” button in the top right of your teacher page. Click on the first video in the Karel module to get started. This is the same screen that your students will be able to see when they sign in and start using CodeHS.
- Check out the teacher resources that will help you lead an awesome class:
  - Lesson Plans set out a day-by-day breakdown of content, discussion questions, class activities, teaching strategies, and more to help you plan your class.
  - Problem guides set out motivation, sample solutions, and common errors for every single exercise in the CodeHS curriculum.

  - ➢ Exercise Handouts offer ways to incorporate collaborative and group activities into class time.
  - ➢ Glossary of important programming terms
  - ➢ Grading Guide
  - ➢ Sample Syllabus and Discussion Questions
  - ➢ Teacher Forum join our online community of educators to ask questions and share best practices and other ideas
- ❖ We're constantly adding new teacher resources -- if there is something you'd like to see on the CodeHS site please tell us! Write a post on the teacher question/answer forum and we'll get back to you about what we're doing to address your query.

What Your Students See

__ *Student Sign-up*

- ❖ Provide students with the correct class code and direct them to visit this link: http://codehs.com/go to sign up.
- ❖ Students will be taken to their own user page, where they can get started on the Karel module immediately.

__ *Getting Started*

- ❖ Students can start working on the content immediately. Every time they log in, they'll be able to see their progress and pick up from where they last left off.
- ❖ Students will be able to move at their own pace through the content.

__ *Student Help*

- ❖ Students will be able to submit questions directly to you through a help tab that is attached to each exercise on CodeHS. You'll be able to see a list of student help questions from your own teacher page. You can respond to student questions individually. Students will receive a notification the next time they log in to CodeHS.
- ❖ Students can ask more general questions in a public class forum. Everyone in the class will be able to view all of the questions and answers in this forum.

During Class

CodeHS is a flexible, self-paced curriculum that you can use to help teach computer science! The online content can be used in conjunction with other resources to create a dynamic class experience. Here are some ideas about what sorts of things you can do during class time. Make sure to check out our Lesson Plans for more specifics about how to plan for your class.

__ *Set Goals For the Day*

- ❖ To help motivate students, set out some goals at the beginning of class for students to achieve during class time.
- ❖ Goals may include: work through to a certain exercise in the curriculum, complete a

certain number of exercises (if students are at different points in the curriculum), or earn a certain number of points during the class.

__ *Students work through content independently*

- Because the curriculum is self-paced, students can pick up from where they left off last class and continue working through the content independently.
- Students may work at different paces, that’s ok!

__ *Provide 1-on-1 Help to Students*

- Use progress tracking tools to identify which students are excelling in class, and which students are struggling to master certain concepts.
- Work individually with students who you can see are having trouble completing certain exercises or are falling behind.
- Answer any questions that students have as they work through the content.

__ *Lead class discussions*

- Bring the class together to discuss some of the concepts that they’ve been learning in the online curriculum. You can use the discussion questions provided in the syllabus to spark discussion.
- Encouraging students to talk about what they’ve learned and explain concepts to each other will help ensure that they master the concepts.
- See if students have any questions or concepts they’d like to go over as a class. Are lots of students struggling with the same things? Do some students have ideas about how to think about solving certain problems? Share questions, concerns, and ideas!
- Break class up into small groups or hold the discussion as a class.

__ *Use Exercise Handouts*

- Solidify understanding of concepts learned in the curriculum by doing offline activities outlined in the exercise handouts.
- Collaborative activities help students further their understanding of concepts taught in the curriculum and help to make class time more dynamic!

__ *Post in the Class Forum*

- Use the class forum to take classroom discussion online. Encourage students to post after every class either with a question they have about something they worked on during class, or an idea they had about something they learned that day.
- Students can vote up certain posts that they found helpful or that they agree with. They can also respond to each others posts. You can also respond to posts!

__ *Work on creative Programs in the Sandbox*

- Students can use the sandbox to write their own creative programs! After working through some of the curriculum, students can go to the sandbox to write their own programs from scratch, with no restrictions!

- ❖ Come up with fun, open ended assignments that students can complete in the Sandbox. For example, write a program to make Karel do a dance or create a birthday card graphic. You can showcase these programs to other students in the class!

After Class

Make use of teacher tools after class to check the progress of your class as a whole and individual students on CodeHS. Check and grade your students' submissions to make sure that students receive the support and feedback they need to master course concepts.

__ *Check Individual and Class Progress:*

- ❖ See what videos and exercises students have completed on CodeHS by clicking on your class, then clicking to view progress by activity, lesson, or module on the left hand side of the screen.
- ❖ Click on a student's name to see his/her individual progress on the CodeHS site.

__ *Answer Student Help Questions:*

- ❖ Click on "Help Questions and Submissions" on the left side of your class page to see a list of all questions students have asked regarding specific problems. When you click on the question, you'll be taken to the problem that it relates to and you'll be able to respond to the student in the help tab.
    - ➢ Your student will receive a notification that his/her question has been answered by you then next time he/she signs on to CodeHS.
    - ➢ Your own Teacher Help Dashboard helps you keep track of all of the help questions that your students have submitted across all of your classes.
- ❖ Click on "Class Forum" to see the public class forum where students can pose more general questions that you can answer. When you answer questions on the forum, all of the students will be able to see the answers.
    - ➢ If you'd like to make announcements that you'd like your whole class to see, this is a great place to do it!

__ *Grade Student Submissions:*

- ❖ Check the number of programs students have submitted for grading by clicking on "Help Questions and Submissions" from your class page. A list of all of the student submissions will appear on the page
    - ➢ Click on a submission to see the students program.
    - ➢ Run the program and check the code against the sample solution provided in the "Solution" tab on the right side of the page.
    - ➢ Choose a grade (either Pass, Function OK, or Reject) in the top right of the code box.
    - ➢ Leave a comment or some feedback for the student using the "Help" tab on the right side of the page.

Teacher Resources

- *Lesson Plans:* Lesson Plans set out content, resources, teaching strategies, and more to help teachers plan dynamic classes using CodeHS.

- *Exercise Handouts:* Engage students in classroom discussions and activities that reinforce what students are learning online, through the CodeHS curriculum.

- *Problem Guides:* Problem Guides outline the motivation, solution, and common questions and errors that students face when working on each exercise on CodeHS. Use these problem guides to make grading quick and efficient.

- *Syllabus:* We currently provide a sample syllabus, which sets out pacing for a high school class meeting every school day for 60 minutes. We're developing a tool that will allow you to create your own custom syllabus based on your class calendar! You'll be able to see what's on the agenda for each day in class, and track student progress against this plan.

- *Glossary:* The CodeHS Glossary helps you become familiar with the jargon involved in Computer Science.

- *Programming Style Guide:* Code is read by computers but written for people! This means that good code should not only be functional, but should also have good style. The Programming Style Guide walks you through what constitutes good style, so that you can help your students develop good programming style.

- *Online Teacher Community:*
    - Teacher Question/Answer Forum: Get your questions answered by the CodeHS team, make suggestions to CodeHS, and share your own experience with CodeHS on this public teacher forum.

Have questions or feedback about getting set up? Contact us at team@codehs.com!