



Code.org

**Learning Computer Programming  
By making games!**



# Getting Started

1. Open Chrome
2. Log-on to your “google” account
3. In a new window go to

**STUDIO.CODE.ORG**





# Sign in with Google

## Have an account already? Sign in

Email

Password

[Forgot your password?](#)

Sign in

☐ Remember me

Haven't joined yet?

Create an account



Sign in with Google Account



Sign in with Facebook



Sign in with Microsoft Account

Want to try coding without signing up?



### Star Wars

Learn to program droids, and



### Minecraft

Program animals and other



### Frozen

Let's use code to join Anna and



### Classic Maze

Try the basics of computer

# Allow



▾ Code.org would like to:



View your email address



View your basic profile info



By clicking Allow, you allow this app and Google to use your information in accordance with their respective terms of service and privacy policies. You can change this and other [Account Permissions](#) at any time.

Deny

Allow

# Add account type “Student” and age

## Sign up for Code.org

Sign up for an account to track your progress or manage your classroom. [You can browse the various stages and puzzles](#) without an account, but you will need to sign up to save your progress and projects.

Account Type

Student ▼

**We need some additional information to continue signing you up.**

- Age is required

Email

splatter@waea.net

Display Name

Splatter Editor

Age

13 ▼

Gender (optional)

Female ▼

Sign up

Already signed up? [Sign in](#)



Sign in with Google Account



Sign in with Facebook



Sign in with Microsoft Account

# Pick a unit based on your skills and interests

Welcome back, Splatter Editor

Try a Code Studio course by choosing one below

## 20 hour courses for Computer Science Fundamentals (all ages)



### Course 1

Start with Course 1 for early readers.

Ages 4-6

[Try now](#)



### Course 2

Start with Course 2 for students who can read.

Ages 6+ (reading required)

[Try now](#)



### Course 3

Course 3 is a follow-up to Course 2.

Ages 8-18

[Try now](#)



### Course 4

Students taking Course 4 should have already taken Courses 2 and 3.

Ages 9-18

[Try now](#)

### Accelerated Course

Learn basic computer science in an accelerated version of courses 2-4.



Ages 10-18

[Try now](#)

### Unplugged Lessons

If you don't have computers, try these unplugged lessons in your classroom.

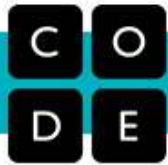



Ages 4+

[Try Now](#)



# Star Wars (Easy)

[LEARN](#)[TEACH](#)[STATS](#)[HELP US](#)[ABOUT](#)[Sign in](#)

## Building a Galaxy With Code

### Blocks

Use drag-drop blocks.

Many languages | Modern browsers, smartphones, tablets  
| Ages 6-106

[Try now](#)

### JavaScript

Use drag-drop blocks and JavaScript.


English only | Modern browsers  
| Ages 11+

[Try now](#)

# Frozen (Easy)

C  
O  
D  
E  
STUDIO

Code with Anna and Elsa 1 I've finished my Hour of Code



Hi! I'm Elsa of Arendelle. Help me create a single line.

Blocks

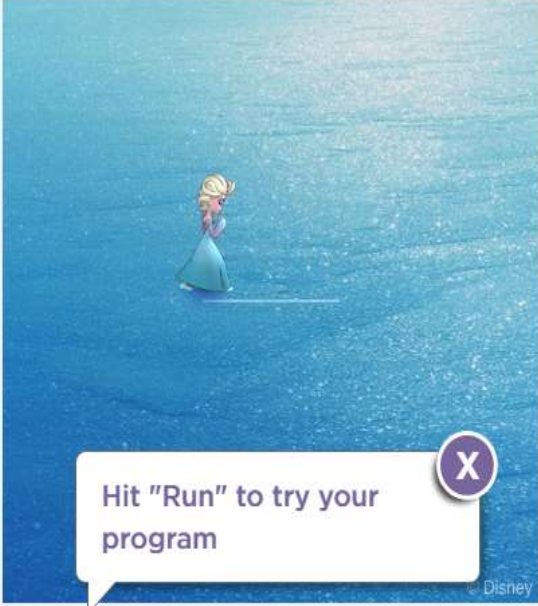
Workspace: 1 / 2 blocks

move forward by 100 pixels

when run

turn right by 90 degrees


turn left by 90 degrees



Hit "Run" to try your program

Run

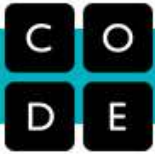
**Need help?** See these videos and hints



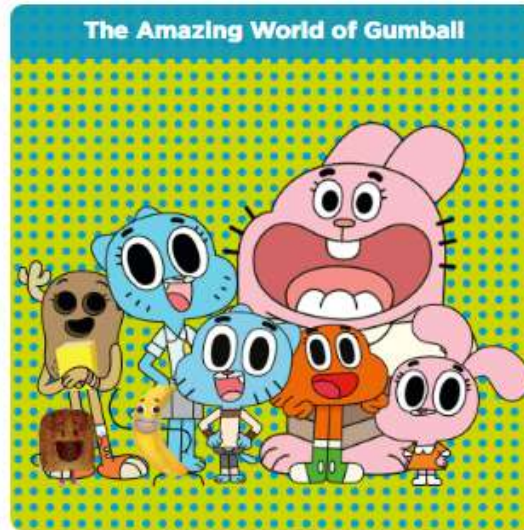
Hour of Code Intro



# Play Lab (Easy)

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## Choose your Play Lab theme



[Speak another language?](#) [Help us translate.](#)

# Infinity Play Lab (Easy)



## Infinity Play Lab

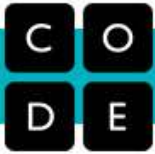
Code.org

Grades 2-8 | Blocks

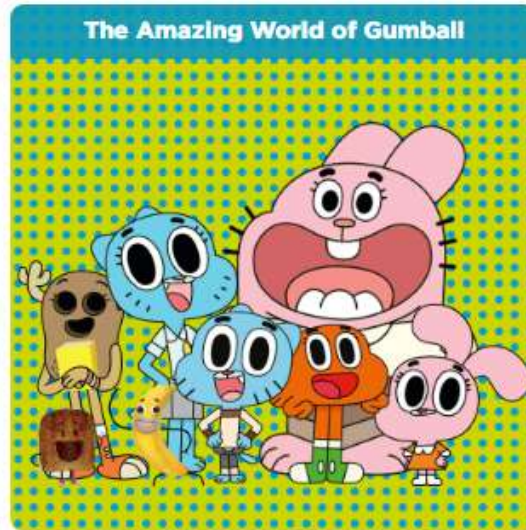
Use Play Lab to create a story or game starring Disney Infinity characters.

Start

# Option 3 Play Lab (Easy)

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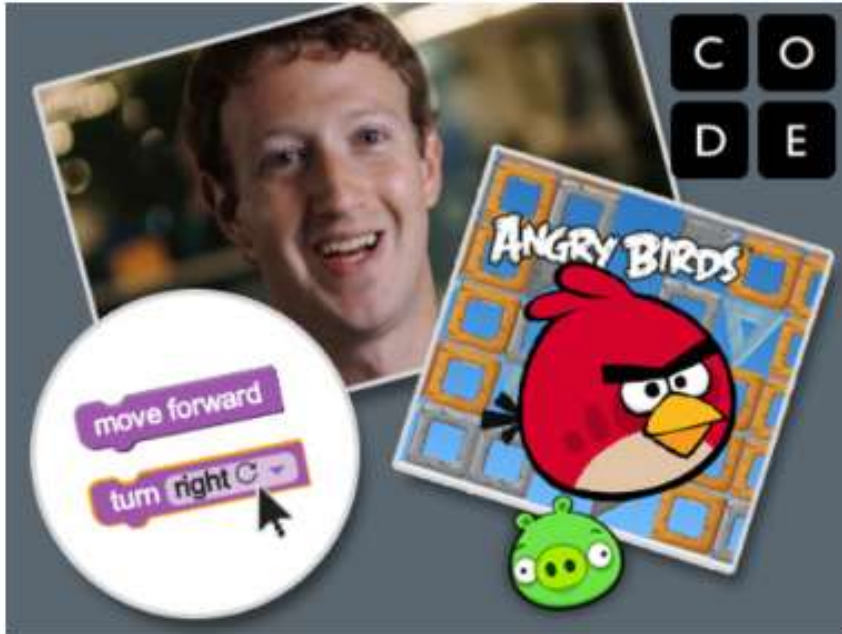
## Choose your Play Lab theme



[Speak another language?](#) [Help us translate.](#)



# Classic (medium)



Includes Angry Birds and Plants VS Zombies

## Write your first computer program

Code.org

Grades 2+ | Blocks

Learn the basic concepts of Computer Science with drag and drop programming. This is a game-like, self-directed tutorial starring video lectures by Bill Gates, Mark Zuckerberg, Angry Birds and Plants vs. Zombies. Learn repeat-loops, conditionals, and basic algorithms. Available in 37 languages.

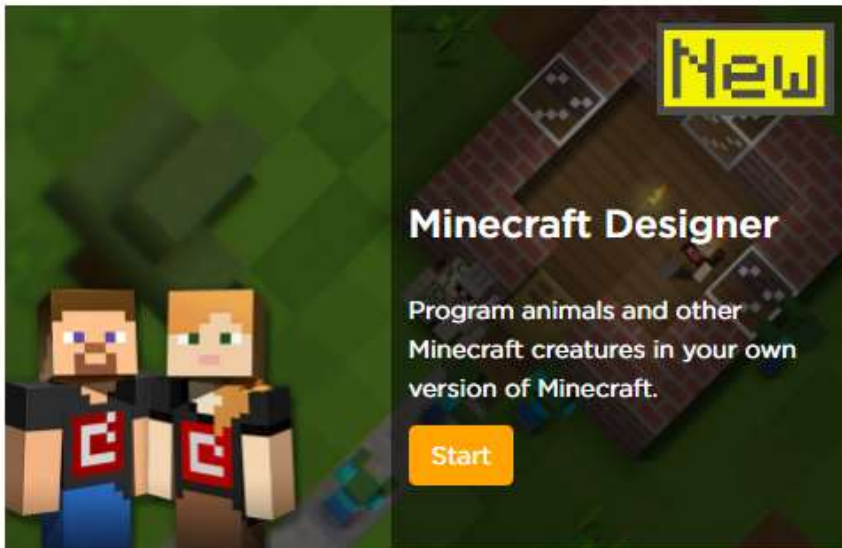
Start

# Minecraft (medium)

[LEARN](#)[TEACH](#)[STATS](#)[HELP US](#)[ABOUT](#)

## Minecraft Hour of Code Tutorials

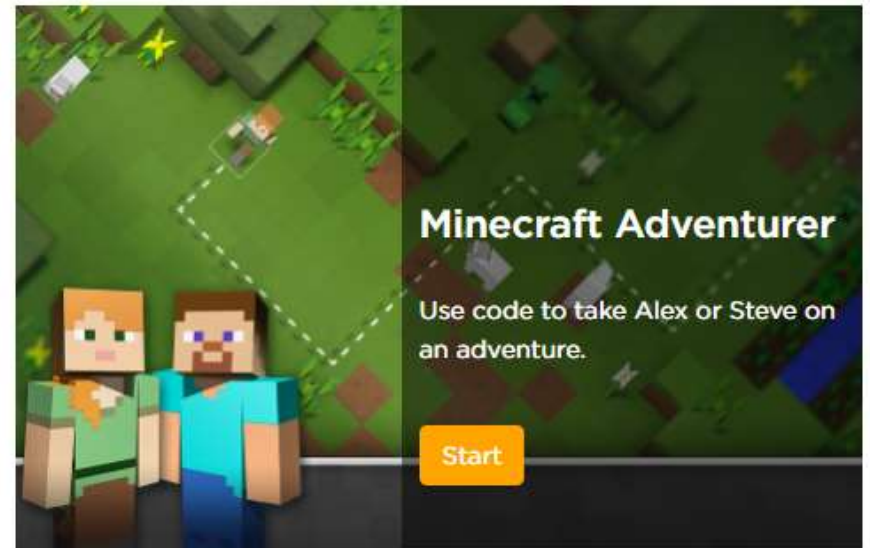
Many languages | Modern browsers and tablets | Grades 2+



**New**

### Minecraft Designer

Program animals and other Minecraft creatures in your own version of Minecraft.

[Start](#)

### Minecraft Adventurer

Use code to take Alex or Steve on an adventure.

[Start](#)

# The Artist (medium)



**Artist**

Grades 2+ | Blocks



# Text Compression (Advanced)



Compressed:

☂\_☀\_on\_the\_🐼\_The\_shells\_that\_☂\_are\_  
☀\_I'm\_sure\_So\_if\_☂\_☀\_on\_the\_  
🐼\_I'm\_sure\_that\_the\_shells\_are\_🐼\_shells\_

Compressed text size: 103 bytes  
Dictionary size: 31 bytes  
Total: 134 bytes  
Original text size: 178 bytes  
Compression: 24.72%

## Text Compression

Code.org

Grades 9+ | Language independent

At some point we reach a physical limit of how fast we can send bits, and if we want to send a large amount of information faster, we have to find a way to represent the same information with fewer bits - we must compress the data. In this lesson, students will use the Text Compression Widget to compress segments of English text by looking for patterns and substituting symbols for larger patterns of text.

Start

# Are you stuck?



**Reread the directions**



Hi, I'm a farmer. I need your help to flatten the field on my farm so it's ready for planting. Move me to the pile of dirt and use the "remove" block to remove it.

[See the solution](#)

**Need help?** See these videos and hints



Farmer Intro

Blocks Assemble your blocks here: 3 / 6 Show Code

move forward

turn left

turn right

remove 1

when run  
move forward  
turn right

**Try different combinations**

**read the hints**

Try one or more of the blocks below to solve this puzzle.

remove 1

**Try again**

**Watch the Video Again**

**If all else fails, ask an elbow partner for help!**



# Next Begin Puzzles

The screenshot shows the 'Puzzle 1 of 20' screen in the Angry Birds game. At the top, a red bird icon is next to the text 'Puzzle 1 of 20'. Below this, a message reads: 'Can you help me to catch the naughty pig? Stack a couple of "move forward" blocks together and press "Run Program" to help me get there.' An 'OK' button is at the bottom right of the message box. Below the message box, there's a grid of 10x10 green blocks. A red bird is positioned on the grid. To the right of the grid, there's a 'Blocks' section with a list of available blocks: 'move forward', 'turn left 90°', and 'turn right 90°'. Below the grid, there's a 'Run Program' button. At the bottom, there's a 'See the solution' link and a 'Need help? See these videos and hints' section with a video thumbnail showing a person.

- Read the Puzzle Directions
- Move the blocks
- Run the program
- READ the pop-up box if you get it wrong for hint on getting it right!
- Review “Show Notes” Or re-watch the videos if you are stuck!