How a Coder Does It, Computer Generated Imagery Creator

Follow these steps to complete your assignment. You have 4 class periods to complete stages 1 through 8, pace yourself accordingly.

- Pick up from Mr. Stratton a slip of paper which has your username and password to access the coding course at code.org Protect your password to prevent anyone else from accessing your account.
- Pick up a Chromebook and log in. Open Chrome, then enter the web address on your paper to access the lessons. The address has to be entered exactly, including upper case and lower case letters. <u>If you don't log in using the address on your paper you will not receive credit for your work.</u>
- At the class page click on your name, then enter the secret words on your paper.
- Start working on the assignments. For the unplugged activities watch the video but skip the paperwork.
- Be aware I can see which assignments you've completed and which ones you've skipped, so be sure to complete all that you're assigned. Lessons that aren't completed correctly will be given 1/2 credit, so at the top of the page check the number of blocks you have compared to the number of blocks you're supposed to have. They should be the same.
- If you can't figure out how to do something, be sure to review the printed instructions near the bottom of the page. Often when you click reset, the program will offer a hint as to what you need to do differently. Be sure to look at the hint before closing the hint window as it offers very helpful information. If you've taken advantage of these resources and still need help, raise your hand and I will be glad to help you.
- When you've completed stages 1 through 8 you may create a new tab and go to <u>code.org</u>. Click on the link that says learn, then other courses. From there you can choose to learn about javascript, or apps for phones and tablets, etc.