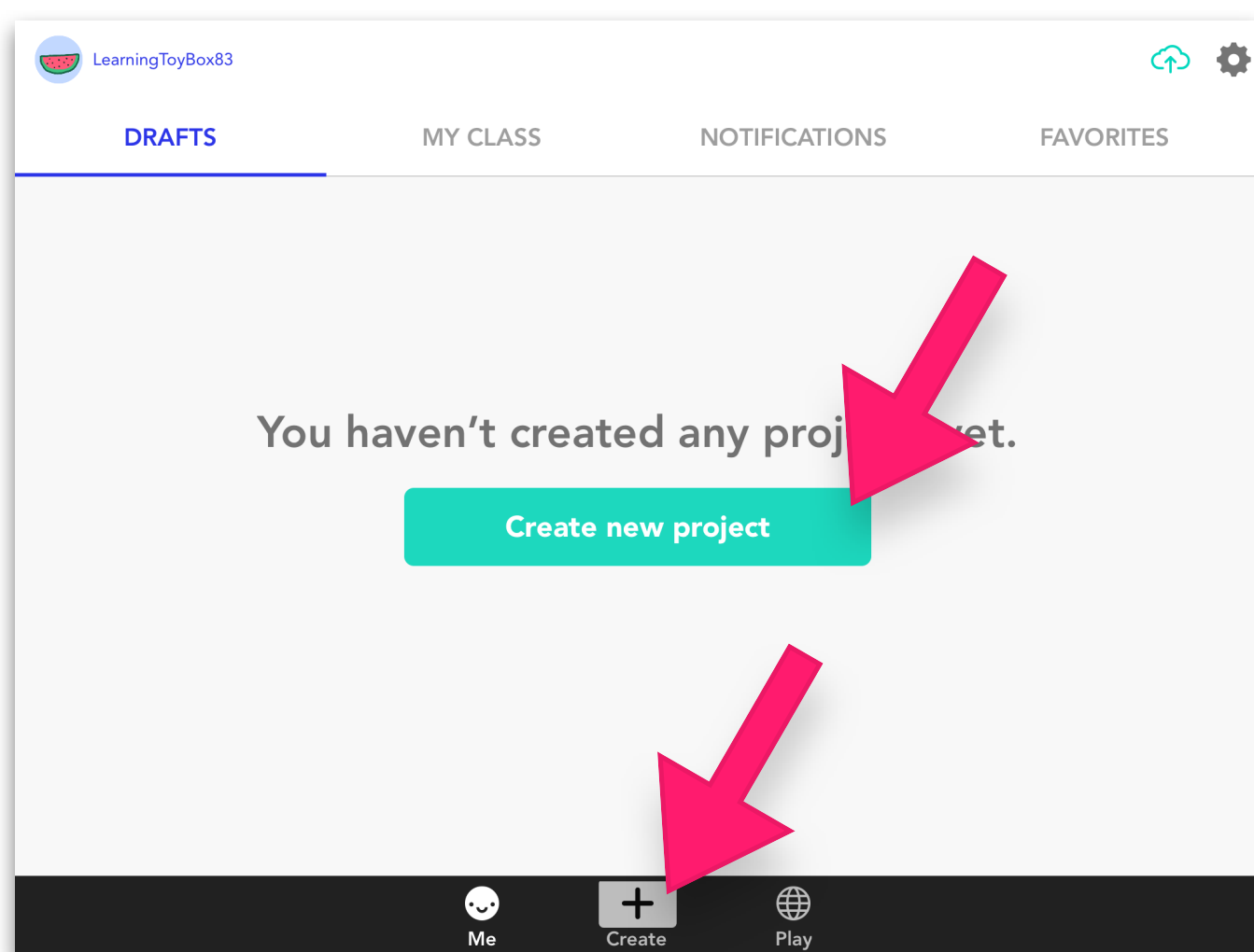


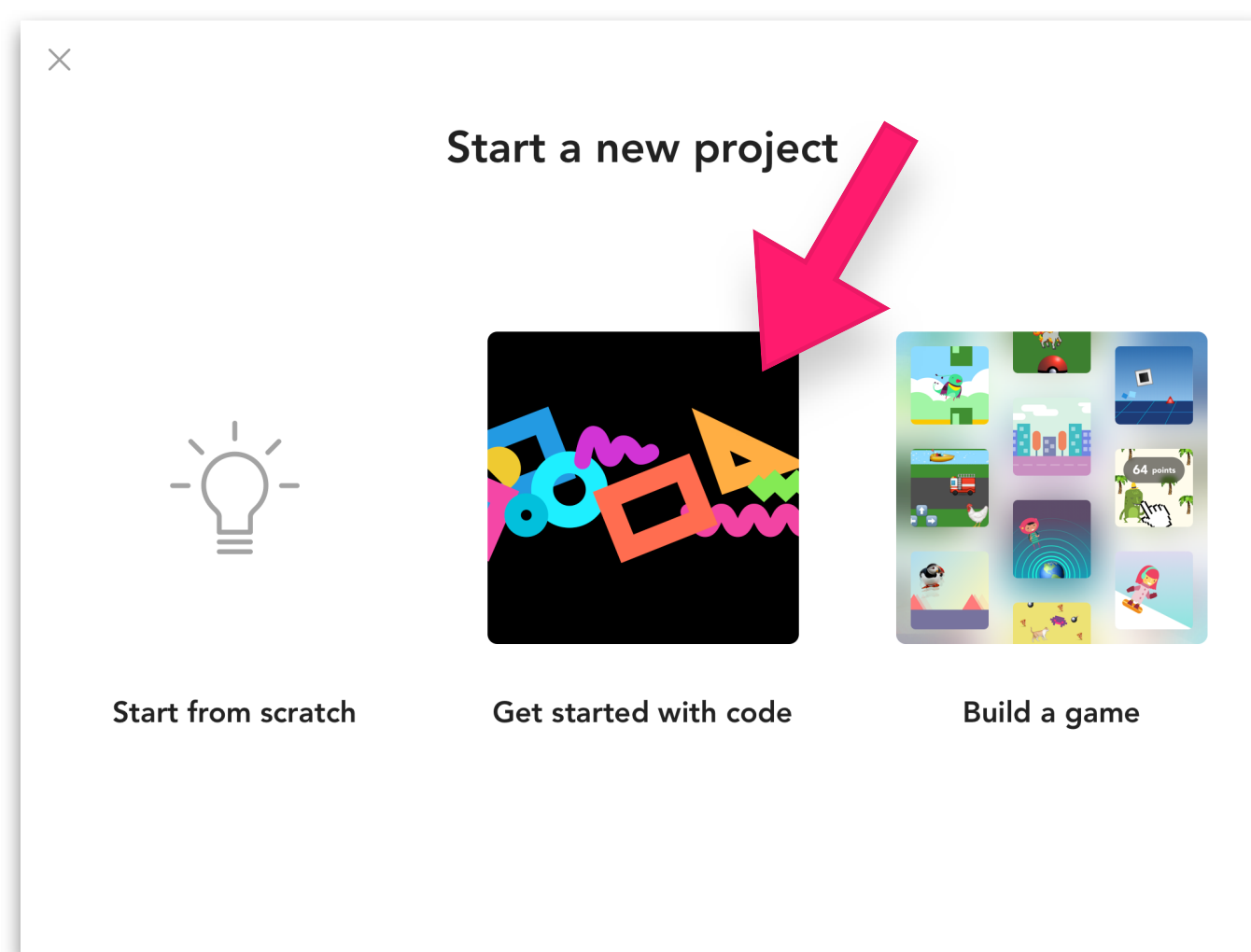
QUICK START GUIDE

Sign into Hopscotch, then:

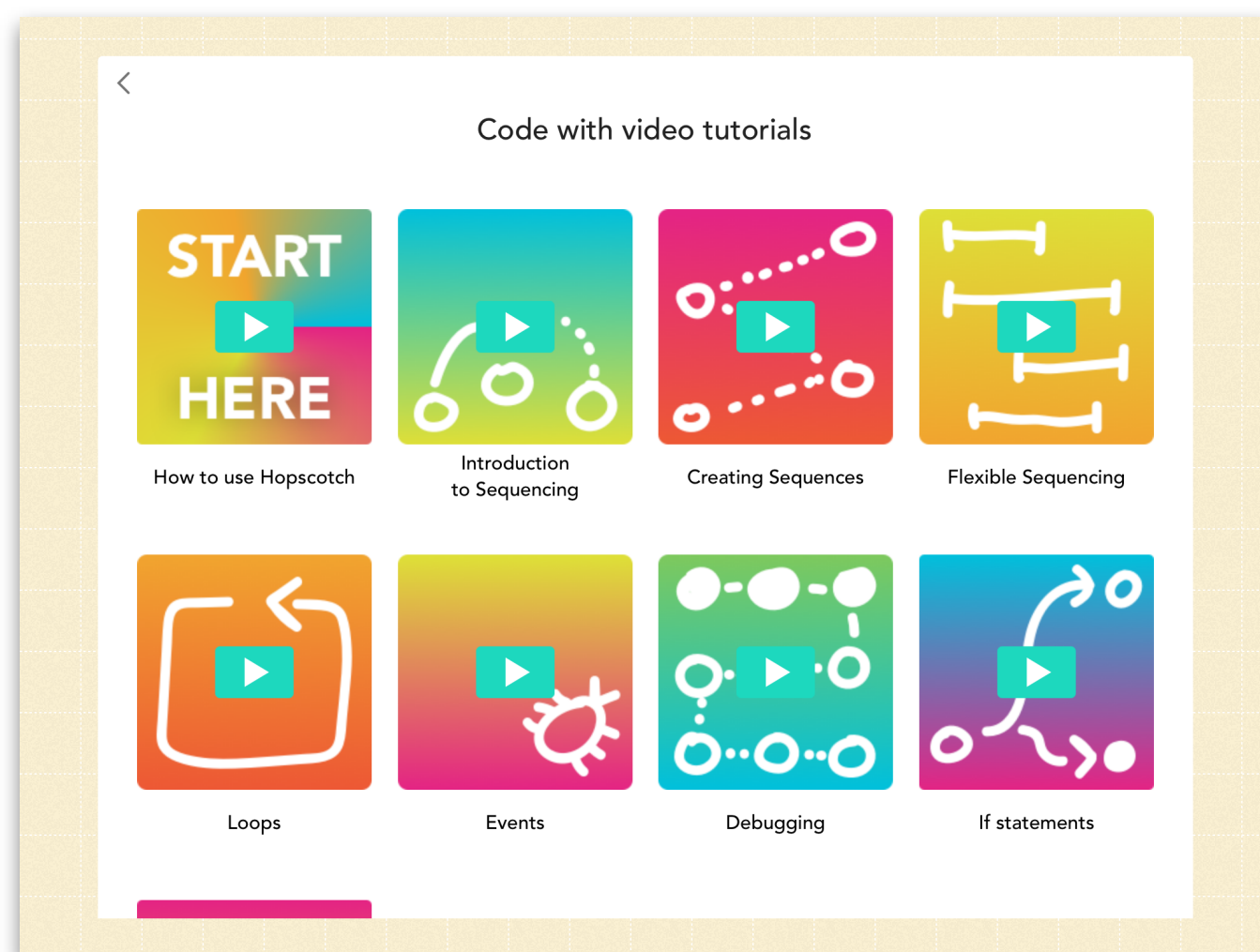
1. Tap either of these buttons



2. Tap "Get started with code"



3. Make your first program "How to use Hopscotch". An embedded video will guide you.



You'll learn about Hopscotch's interface and code a simple interaction within the first couple of minutes. Try any of these other lessons.

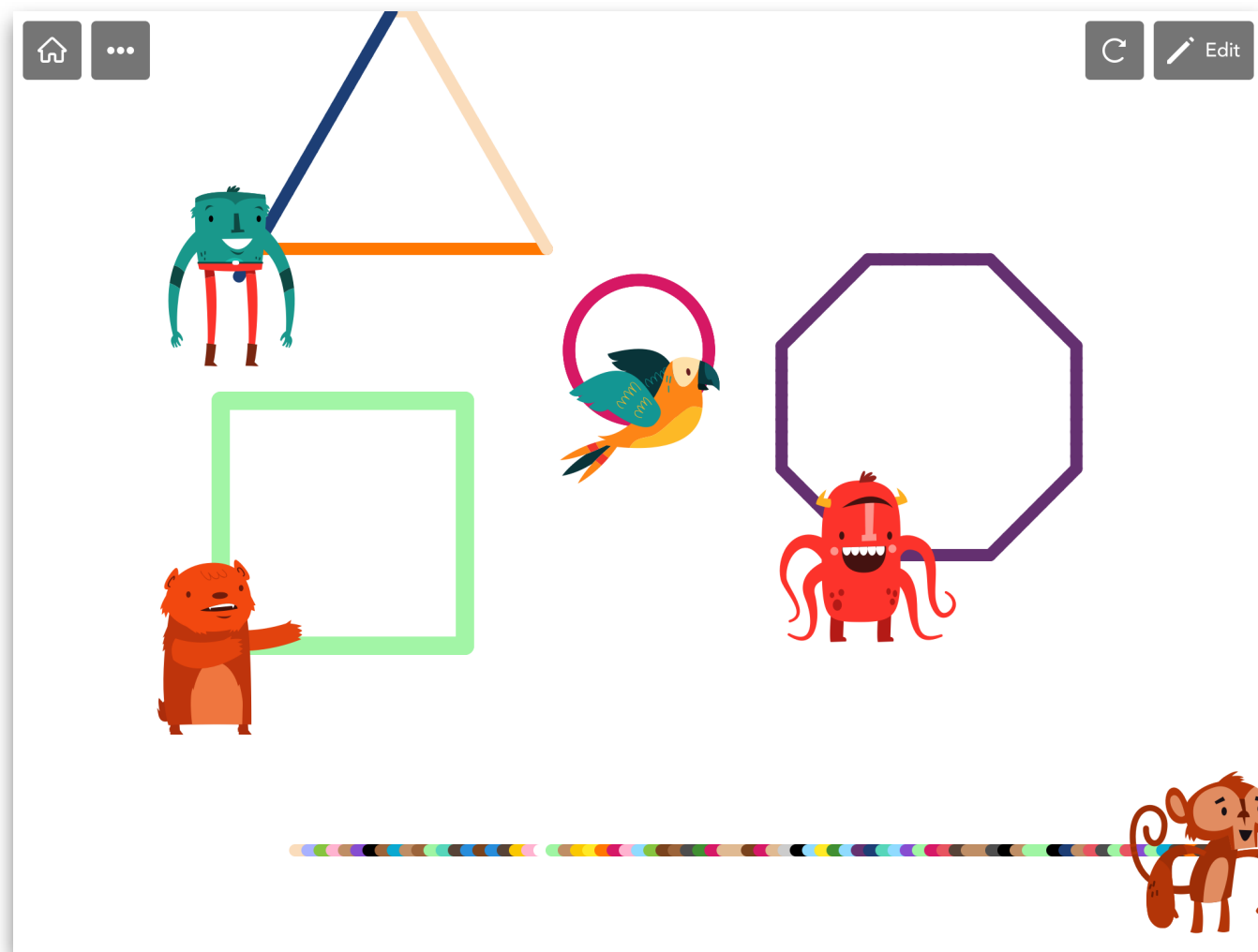
Don't be shy with the pause and rewind buttons.

Make sure you have the latest version of Hopscotch, otherwise the interface might look different.

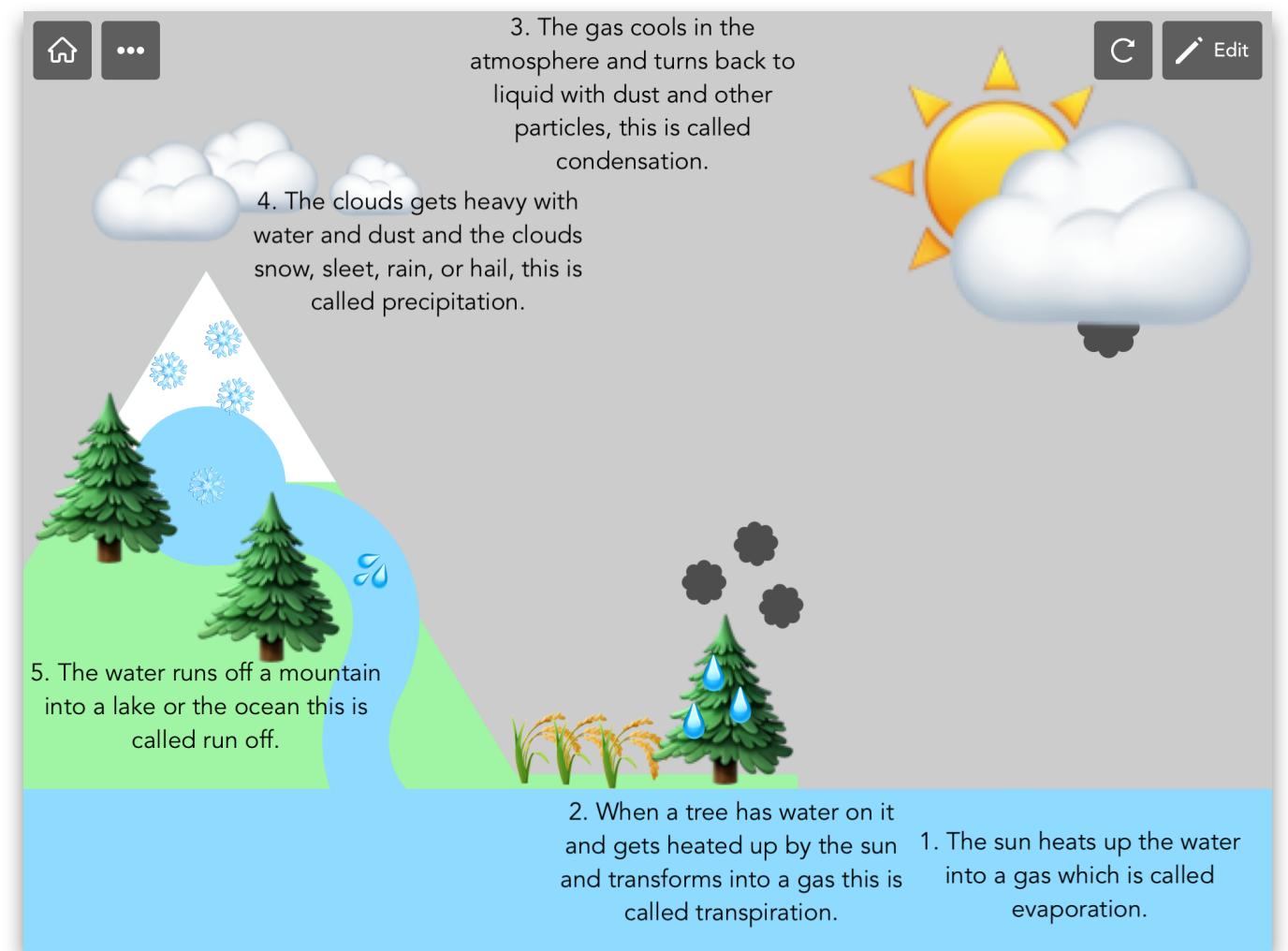
HOPSCOTCH

Coding for kids

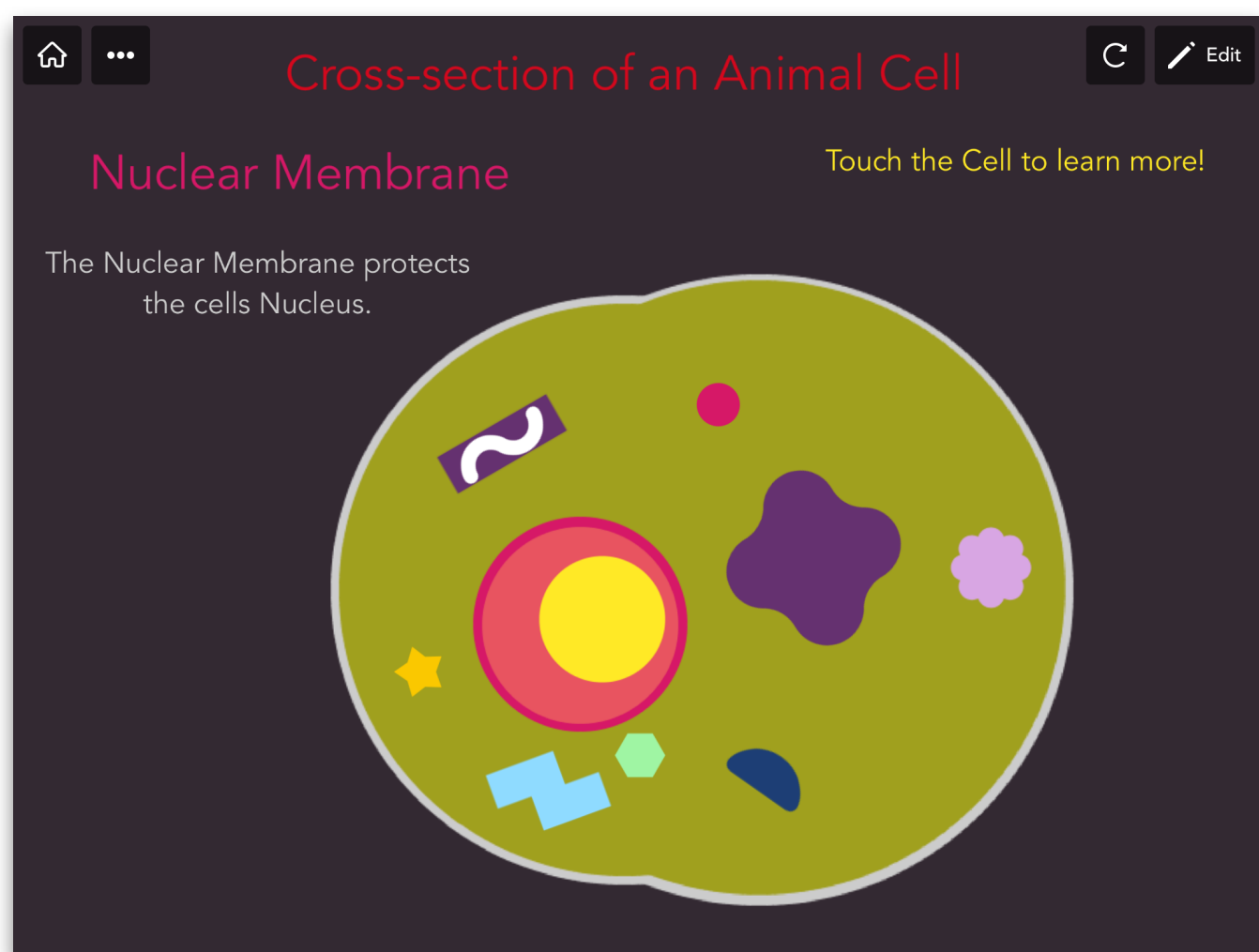
4. Now that you've learned the basics of Hopscotch, think about how to incorporate it into your lessons. Here are some examples of students using this tool to extend their learning:



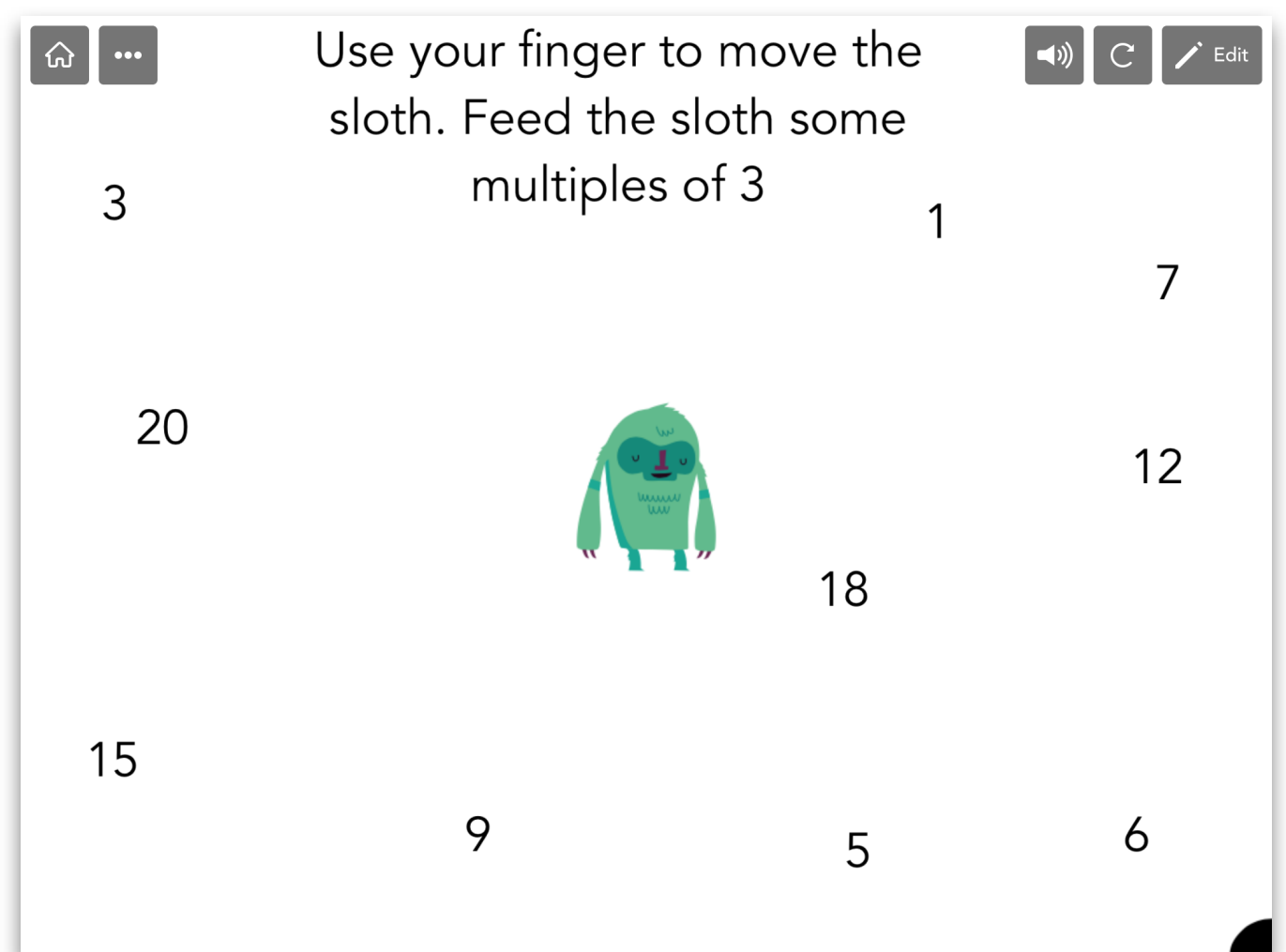
Coding shapes in 2nd grade



Modeling a water cycle in 4th grade



An interactive cell in 6th grade



A factoring game in 7th grade

5. A NOTE ON MINDSET:

Absolve yourself of the responsibility of being the expert in Hopscotch. There are a few core concepts in coding, and then the sky is the limit. Let the kids become the experts, and marvel at what they create. Check out twitter for more ideas.