Featuring the Hour of Code™

Presenter's Script & Prep Guide

Overview

The *Family Code Night* Event Kit consists of: 1) the Organizer's Guide, 2) **this** **Presenter's Script & Prep Guide** and 3) the accompanying Resources Folder.

Presenters should use the following pages to prepare for and present Family Code Night program. You'll be speaking for about a third of the one hour 15-minute program. All Resources referred to below (handouts, PowerPoint/Keynote slides, flyers, etc.) are included in the companion Resources Folder.

The Presenter should meet with the Organizer and review the Organizers Guide as well to have a good sense of overall event planning and management.

Note also that as Presenter, you will want to customize many of these materials. In particular, you must customize several slides in the PowerPoint/Keynote Slidedeck, in some cases coordinating with your Organizer and school principal. The Organizer will customize several other items as well, including invitations, posters, etc.

In brief overview, your Presentation is pretty simple, and entirely scripted below. You'll adapt this material to your own style and preferences, but you'll want to preserve the overall structure: the Welcome and intro videos (about 5-6 minutes); the Code.org Puzzles and your Tip Time segments (about 50 minutes); and the Wrap-Up & Big Ideas Contest (ten minutes, to send families off ready to continue their CS learning at home and at school).

More info is available at www.FamilyCodeNight.org (the FAQ page in particular).

Finally: 5 Essential Reminders:
1. Go Big. Invite the whole school, a hundred or more attendees is ideal.
2. Make sure all Pairs start at the "Start" URL provided (see below), not at Code.org.
3. Loaning devices? Avoid arrival bottleneck by planning a quick device sign-out process (laptops, tablets or Chromebooks all work fine).
4. Test Presenters laptop with room display and audio system in advance.
5. Practice the Tip Times, Prep for Big Ideas Contest (as in script, below)!

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I. Presenter's Preparation Checklist

Presenter's preparation will take 2-3 hours. Complete the steps below and you'll lead a great event! Handouts and flyers referenced are found in the Family Code Night Event Kit "Resources Folder" and appear below in *blue italics*.

1 week before	**Prepare for Presentation**	**Read This Presenter's Guide, Preview & Learn Puzzles** *Go to the first puzzle, linked to at www.FamilyCodeNight.org/Start. Complete all 20 self-paced puzzles (Code.org's "The Maze").*
2-5 days	**Rehearse "Tip Times"**	**Learn the "Tip Times" in the Script** *Go through puzzles a second time, this time carefully following the "Presenter's Script," below. Practice the entire Script, especially each "Tip Time" segment. Tip Times are vital: in 1-2 minutes each, you will address participants' most common questions, dramatically reducing support requirements, especially for large turnouts. Tip Times also teach the 6 "Big Ideas" kids need to remember for the "Big Ideas Contest" at the end of the evening!*
3-5 days	**Test Projector, Screen, & Audio**	**Visit the Room, Test the Display** *Visit the space where your Family Code Night will be held, and <u>test the display and audio systems to be used and the specific cables, adaptors, and audio connections from the Presenter's computer.</u> Make sure the screen is bright and big enough to be visible with room lighting. NOTE: this testing is essential for a smooth event!*
2-3 days	**Laser Pointer**	**Bring a laser pointer**. *It's a big help to be able to clearly point out features on the display during your presentation-& kids love lasers!*
2-3 days	**Pencils, Handouts, and Take-Home Flyers**	*With the Organizer, make sure to have pencils available for Pairs to use filling in their Program Cards; and possibly (if you so choose) 6 small prizes of your choice for the "Big Ideas" Contest.* *Finalize the Program Handouts and Take-Home Flyers you're using, and make sure Organizer has printed enough copies to distribute to all families during and after the program. All are in the Resources Folder. [Program Handouts are: the 10. Program Card, 11. Instrucciones Traducidas al Español (Spanish language Puzzle Instructions), and 12. Certificate. Take-Home Flyers are: 13. Code On at Home!, 14. Family Code Night Big Ideas, 15. Affordable Internet, 16. Code On at School!, 17. Code On Off-Line!* *Note too that to save on printing and paper, parents can download all Flyers from the Family Code Night "Family Fun Page" (see below).*

II. Presenter's Script

The Presenter leads the *Family Code Night* program from a podium or other speaking location.

Program Script
Below is a detailed script for the event. We suggest you, as the Presenter, avoid reading it at the event of course, but create your own final presentation from these pages based on your own style and knowledge of your audience. We suggest a printed copy and a highlighter.

Note:
Below, your Graphics/Visuals are shown in **bold red underscore**, including the Keynote/Powerpoint slides provided, and web links to puzzles and videos. Flyers and handouts (from the Resources Folder) appear in *blue italics*. And with that, on to the Script!

The Script:

Show Slide 1: Welcome to <Your School>'s Family Code Night
- ✓ Welcome to Family Code Night!
  <Introduce self, thank Principal, Organizer, other key contributors>

Show Slide 2: Tonight's Program
The Family Code Night program we're about to do is being held at elementary schools all across the country, all year long. It's kind of a special program: it's part of "Computer Science for All," a national movement that started a few years ago to help kids learn about coding and computer science. Family Code Night was featured at the White House at the 2016 *Computer Science for All Summit*, because it's a fun way that kids and their parents or other adults can start to learn computer science and coding *together*, using great coding puzzles from Code.org, then keep on playing and learning when you go home!

Let's get going with a short video, in fact, the video that launched the whole "Hour of Code" program a few years ago!

<Play "the Hour of Code is Here"; set audio fairly high to capture room's attention.>

Run Intro Video (2 minutes): The Hour of Code is Here!

<Note: To show video, click the red circle at lower left on Slide 2. _OR,_ *go to the following URL:*
https://www.youtube.com/watch?v=FC5FbmsH4fw>

<Note: If your school blocks YouTube or you have a slower connection, download the video from YouTube and store it on the Presenter's computer. Test in advance!>

<Video ends>

- ✓ As you can see, this movement to learn coding has some pretty famous supporters. It's been a huge success: many millions of people all over the world have participated.
- ✓ Tonight we're going to do a Family Hour of Code together. And if you've already done an Hour of Code, that's great: you can show your family what you've been learning – and maybe help them out a little!

Here's How *Family Code Night* Works:
- ✓ We're going to play games and do puzzles and start to learn about coding, which is also called computer programming.

<Ask:>
- ✓ Can anyone tell me what "coding" is?

<Briefly get answers from kids, discuss.>
- ✓ One easy definition of "coding" is this: "Coding is when you create a list of instructions to tell a computer what to do."
- ✓ Coding is important: more and more, computers are how we work and play. Computers are in everything from self-driving cars to video games to appliances in our kitchen, to so many other things we use all the time. And if you can program computers, and start to understand how they work, you might help create all those things, now and in the future.
- ✓ The main thing is this: every child here can learn how to code.
- ✓ And as we're about to see, it's fun!

Now let's go over the Rules for tonight's program:

We're about to play games and do puzzles starring some fun characters like Angry Birds. As you do your puzzles, a few rules:
- ✓ The program is self-guided, and self-paced. Go as fast or as slow as you like. It's not a race!
- ✓ Everyone should be in a pair, a 2-person team. There should be at least one reader in each team (to read the on-screen directions for each puzzle). If you need a partner, no problem, a Coach will help you find one.
- ✓ Every team shares one computer: one person starts as the "Driver," and runs the keyboard; the other person is the "Navigator," who reads instructions aloud for both of you, and helps the Driver decide how to solve the puzzle. Talk together about how to solve the puzzle, then the Driver does the coding.
- ✓ **Very Important**: Everyone trades jobs after every puzzle! If you're the "Driver" on one puzzle, you'll be the "Navigator," on the next puzzle. So every time you finish a puzzle, give the keyboard to your partner!

✓ <u>Turn up your speakers</u> to hear the audio.
✓ Set your Browser to "<u>full screen</u>" so you can see the whole puzzle.
✓ <u>If you need help</u>: First, ask your partner, then ask a Code Coach.

✓ **<u>One Last Important Rule</u>**: Tip Times! As we do the puzzles, we're **all** going to stop every 5 minutes or so, and I'm going to give you a special Tip, a hint to help you solve the puzzles. You'll want to pay close attention to these Tips, because at the end of our puzzles tonight, we're going to have a "Big Ideas Contest".

<u><Note: adjust your script based how you decide to run the "Big Ideas Contest" at the end of the evening. The Contest is a short review quiz, and you can either give out little prizes to the 4-6 winning kids, or call them up to be the first to receive their Certificates.></u>

✓ In the Big Ideas Contest, I'll be asking for kids who can explain one of the six Big Ideas we'll be learning tonight. And I'll tell you about each of those Big Ideas during Tip Times, along with hints to help you solve our puzzles. So remember: when I say "Tip Time, Stop Coding," hands off your keyboards, everyone stop your puzzle, and look up here for just a minute. And we'll get right back to the puzzles after each Tip.

<Consider now demonstrating a gong or other device or routine that you'll use to get room's attention for each Tip Time – or just use a big voice. <u>Be insistent</u> for attention during each brief Tip Time!>

<u>Show Slide 3: Your Program Card</u>
✓ Finally, this is Your Program Card, which we'll pass out to you in a minute. It tells you how to start tonight's program and keep track of your progress.
<Point out the following on the Program Card on Slide 3 with your laser pointer.>
✓ 1. First, here's how to sign into the school wifi network.
✓ 2. Second, here is the link to the "Start Page" you'll use in just a minute to start tonight's puzzles.
✓ 3. Finally, mark your progress as you go on your Program Card. Just fill in each numbered square to keep track of where you are in the puzzles.
<Point out pencils on desks or ask Pairs to use their own.>

✓ Don't start quite yet: I'm going to go to the Start Page now, and all together let's watch what happens.

<Change from the Slide Deck to your Browser. On the projector/display, demonstrate how you manually type in the link <u>www.FamilyCodeNight.org/Start</u>, and hit the "Click Here for first puzzle" link on that page, explaining as you go.>

[Note: You will see lower on the Start Page there is a link to a "Family Fun Page". Avoid this for now; you will direct all Pairs to click on that link at the end of the program when indicated below.]

<Note: In case of problems, Puzzle #1 is also at www.code.org/api/hour/begin/codeorg>

Play Puzzle #1 Intro Video
*<An Intro video for the puzzles pops up automatically when you go to Puzzle #1; it starts with a little fluff, but play it for the room in any case: <u>**essential instruction starts at the 30-second mark**</u>.]*

[NOTE: if the video does not run, you'll find a thumbnail image at the bottom left of Puzzle #1 that links to it; click to run the Intro video]

[NOTE: if you have slow wifi, download the video to the Presenter's computer in advance.]

<After the video runs:>

  ✓ OK, so that's how tonight's Puzzles work.

  ✓ We'll now pass out your Program Cards. Use the instructions to sign into wifi, go to the Family Code Night "Start Page" like we just did, and click the "First Puzzle" link. Go to the first puzzle, and dive right in! You can just click the "close" box to cancel the Intro video, since we just watched that together. As you go from puzzle to puzzle, sometimes little videos pop up to help explain coding ideas you're learning. You can just close those if you like *<note: this will reduce wifi load, and the videos are not necessary>.*

*<<u>**NOTE:** For Spanish speakers at Family Code Night</u>: in Spanish, explain you're about to hand out Spanish language instructions for each of the puzzles we're going to do, and pass out the 2-page flyer "11. Instrucciones Traducidas al Español." Explain that these are simply the instructions that pop-up automatically in English to introduce each of the evening's self-paced puzzles, translated into Spanish. The "Navigator" should read every puzzle's instructions! They include important hints for many of the puzzles!)>*

  ✓ OK, we're all set! Now go get those Pigs!

<Have Coaches distribute a Program Card to each Pair at this time, and, if appropriate, the "Instrucciones Traducidas" Handout for Spanish speakers.>

<Pairs sign into wifi, go to the Start page, click on the "Start Program" link, and begin the puzzles at their own pace.>

<<u>Coaches:</u> actively circulate, chat with Pairs freely. Help them sign in, navigate to the Start Page, set browser to 'full screen", turn sound up, and begin puzzles. <u>Remind everyone to trade jobs after each puzzle</u>: parents may resist! Coaches should playfully insist! Actively check in with lots of Pairs – a friendly "how's it going?" as you look in over their shoulder is always welcome and fun, and you might be able to give them a little help if they get stuck!>


NOTE to Presenter:
"Tip Times" & the "Big Ideas Contest":
Essential Parts of *Family Code Night*!

As noted above, Family Code Night puzzles start simple, but get more challenging. And kids can be so focused on finishing puzzles that they don't really notice, let alone learn, the programming concepts they're seeing. Tip Times anticipate known challenging moments in the Family Code Night puzzles, and also explain each of the 6 "Big Ideas" in the program. By addressing predictable questions for everyone at once, you greatly reduce support needed by your Pairs! And explaining Big Ideas gets kids ready for your Big Ideas Contest, below.

As Pairs do their puzzles, you break in to present each Tip Time. Time your presentation of each Tip to when about half of your Pairs have started or completed the indicated Puzzle. It's okay if it's a bit of a review for many, it's always useful! Ask for everyone's attention for just one minute. Insist that everyone's eyes be on you; if need be, tell kids to raise both hands and clap three times or use another trick to disengage them from the keyboards and look up for the Tip. Be brief, but insistent, for each Tip!

Depending on time allotted for your Event, you may not get to the Tips for the later Puzzles. No problem! Everyone will be able to continue their puzzles and learning at home or other location using the Code On at Home and Family Code Night Big Ideas take-home flyers.

Note: as you present each Tip, you can skip directly to any puzzle you need to refer to – just click the corresponding white dot at the top center of the screen (see screen grab and red circled area, below). The tiny white dot turns into a circled number to show you which of the 20 puzzles you're on.>
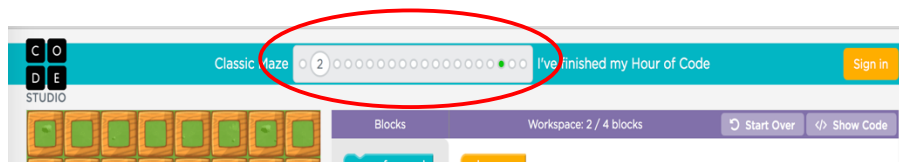
Tip Time @Puzzle #2:

Show Puzzle #2

OK everyone, our First Tip Time! Everyone's eyes up here for one minute! I want to remind you of a few key things:

✓ Drag and connect blocks by snapping them together as you see here on Puzzle #2.

< Demonstrate: drag out and connect the three "move forward" blocks needed for this puzzle.>

✓ To move more than one block, click and drag the top block of those you want, and the rest below that block will move at the same time.

< Demonstrate grabbing multiple blocks>

✓ To throw away blocks, just click on them and drag them out of the Workspace.

< Demonstrate >

✓ <u>Remember: Trade the Keyboard back and forth after each puzzle</u>! Navigators, read the directions, give advice, and let your Driver use the keyboard to code the solution. Then trade jobs.

<u>NOW</u>: here's our first Big Idea, and it's one we already talked about a bit. When you build a list of blocks to solve the puzzle, you're creating a "program." So our first Big Idea is...

Show Slide 4. Big Idea #1: What is a "Program"?
Show Slide 5. <"Program" definition slide>
Answer: A Program is a list of instructions you create to tell a computer what to do.

When you write a program, you create what the computer does, and what you see on the screen.

✓ OK, back to your Puzzles!

Tip Time @Puzzle #6: The Repeat Block

Show Puzzle 6.

<a Mark Zuckerberg help video pops up to explain the Repeat block, but most Pairs skip it).>
<Explain:>

✓ Here's our second Big Idea: Puzzle #6 introduces the "Repeat block" (also called a Repeat "loop"). This is a "big idea" in nearly all computer programming, and here you are learning it in your very first hour!

✓ Repeat blocks make you a more powerful programmer.

<Demonstrate using Puzzle 6:>

✓ Let me show you: Let's count how many spaces the Bird has to go. *<5 spaces forward>*

✓ I could drag out one block for each space. But see how much easier it is to say "repeat 5 times" than to drag out 5 blocks? Why use six blocks when you can use 2? Imagine if you wanted to repeat a block 100 times!

✓ Note that you can put more than one block inside a repeat loop. If you do, it repeats the series of blocks inside as many times as you say.

✓ And note that you can change the number to set how many times to repeat the block(s) inside the loop.

✓ Remember: Your goal is to always write your program in as few blocks as you can.

Show Slide 6. Big Idea #2: A "Repeat Loop"
Show Slide 7. <"Repeat Loop" definition slide>

A Repeat Loop repeats any block or blocks you put inside it as many times as you say. Repeat Loops let you write programs faster *(see Puzzle #6).*

By the way, let me give you one other little Tip! The "Reset" button.
- ✓ Click the "Reset" button under the "Run" button (bottom left) any time to take the Bird back to the beginning again and start the puzzle over.

<Note: very occasionally, Pairs get stuck when something seems to go wrong with their puzzle (for example, if they get an "unconnected blocks" message). In these cases, you or Coaches can help out by clicking the "Start Over" button <see red circle below> to restart this puzzle.>
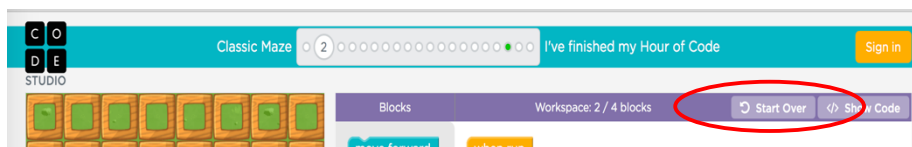
Tip Time @Puzzle #9: The Gray Block
<Note: Puzzle 9 is a special case: just do this puzzle on the big screen for the whole room; many will get stuck on this one!>
- ✓ OK, everyone, eyes up here. <u>Puzzle 9 can be confusing</u>, so let's do this one all together.
- ✓ The hard part is you can't delete the gray block! You can only add blocks to it.

<Read the directions aloud:>
- ✓ Let's start by reviewing the directions: "Use a 'move, move, turn' block, and repeat that 3-block sequence 3 times."
- ✓ Notice that the Gray block includes a Repeat block. So you can add all three needed blocks <u>inside</u> the Repeat block.
- ✓ OK, now let's click "Reset" to start at the beginning.
- ✓ It can help if you pretend you're actually the Angry Bird: act out the first three movements needed. <physically act out the movement yourself>
- ✓ So: What is the first block we need? The second? The third? So let's put those in the Repeat loop. If we repeat those three blocks three times, does it solve the puzzle?

OK, see how that works? And now we're ready for our next Big Idea.
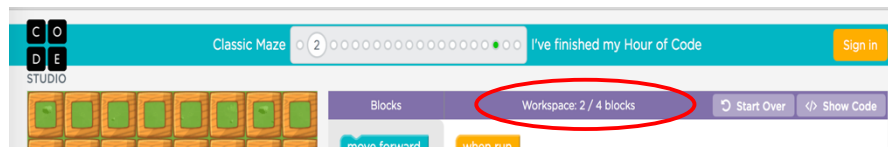
<u>Show Slide 8. Big Idea #3: "Code Efficiency"</u>
<u>Show Slide 9. <Code Efficiency definition></u>
Code Efficiency means using as few blocks as possible to solve the puzzle.
<u>And each puzzle has Code Efficiency Numbers!</u>
- ✓ Notice the two numbers up here at the top of each puzzle?

<Use your laser pointer to point out the code efficiency numbers at the top center of the screen.>

✓ The 1st number (in the case above, "2") shows how many blocks you've used so far in your program. The 2nd number (in this case, "4") shows the best possible solution, the fewest blocks possible to solve this puzzle. Remember: fewer is good! Try to not let the first number be larger than the second. Using as few commands or blocks as possible is called writing *efficient* code. It makes coding easier when you can use less lines to accomplish the same goal.

Tip Time @Puzzle #10: "Repeat Until" Block

✓ This tip explains the smartest block we've used so far. It's called the "Repeat Until" block. It doesn't have a number, just a goal. It will Repeat forever until it reaches that goal! That is a very smart block!

<Demonstrate using Puzzles #10>

✓ So in Puzzle #10, we just tell the Bird to Move Forward forever until it reaches the Pig. The Pig could be a million spaces away, and you'd still only need three blocks to get there!

Bonus Tip: btw, You ARE Writing Code!

✓ Remember we said coding is giving the computer a list of instructions? Your list of blocks is exactly that, a real "program." Want proof? Click the "Show Code" button any time to see the underlying JavaScript code you are creating. JavaScript is one of the most popular and powerful programming languages in the world. Each block you're using is actually a line of JavaScript code. Blocks make it easier, but your blocks still create real JavaScript code.
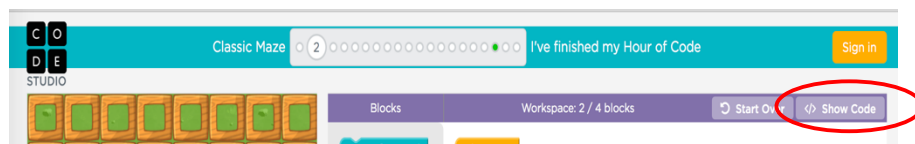
Tip Time @ Puzzle #12: Debugging Your Code

Show Slide 10. Big Idea #4: "Debugging: there are No Mistakes in Coding!"
Show Slide 11. <Debugging definition>

- ✓ Here's a great thing about programming: there are no mistakes in coding. If your code doesn't work yet, you just need to find out why, and fix it. This is called "de-bugging" or "bug fixing," and programmers do it all the time.
- ✓ Doing your puzzles, you can run your program any time to test your code: just click the "Run" button, and see how your solution is looking so far. Debug if you need to!

< Demo: half-solve a puzzle, then click "Run" to execute what you have so far.>

- ✓ Remember to click "Reset" to then take your Bird back to the start.

Tip Time @Puzzle #14: The "If" Block (a "Conditional")

- ✓ OK, this tip is big! Here we have another Gray block: to solve this puzzle, you <u>just add one block</u>!
- ✓ Look what's in the Repeat block already: Move forward, then: "if" there's "a path left…"

<Ask:>

- ✓ What should you do? Anyone have any suggestions? "If" there's a path to the left, what should our Zombie do to get to the flower?

< Get an answer from a child. Put that block into the solution. Click Run. >

- ✓ Now you're making your code <u>really</u> smart: now your code can make decisions! It's called a "conditional," or an "if-then statement."

Show Slide 12. Big Idea #5: "A Conditional is an "if-then" statement in your code!"
Show Slide 13. < Conditional definition>

- ✓ "Conditional" may sound like a big tricky word, but we all use "conditionals" all the time: <u>IF</u> it's cold, <u>then</u> I wear a coat. <u>IF</u> it's too dark, <u>then</u> I turn on the light. Well, now your code can do this too, and we're building smarter and smarter programs!

Tip Time @Puzzle #18. "If-Else" Statement

- ✓ OK, one last Tip Time everyone. We just looked at an "If" statement to make our code smarter. Now let's take that a step farther: An "If-Else" statement lets your code make even trickier decisions: <u>if</u> one thing, <u>then</u> do this; otherwise or "<u>else</u>," do this other thing. So in Puzzle #18, we make our code so smart it can navigate all the way to the end of this puzzle in just 5 blocks.

< Correct puzzle answer: >

Give Group a 5 Minute Warning

< When you're down to about ten minutes left, announce a 5-minute warning to allow time for Big Ideas Contest and Wrap Up. >

< Note: if Pairs complete Puzzle #20, they will get option to save a Code.org completion certificate customized with their name. This option is best for those using their own computer (they can save the image). For all participating Pairs, if you're distributing printed certificates, as noted below, you'll give one to all kids/Pairs and have them fill in their name at the top as you wrap up the program. >

The Finish: the "Big Ideas Contest"

- ✓ OK Everyone, we have to stop now, and we have a few more surprises for you, so turn off your devices. And don't worry about being able to keep playing: I'm going to show you how to continue your coding puzzles and other cool games at home or at school, anywhere you can use a computer.
- ✓ And remember how I told you we'd have a contest at the end, right? Now it's time.
- ✓ I said we'd learn about 6 Big Ideas about Coding, and that's what our Contest is about. So here we go.

< Ask: >
- ✓ Who can explain the first Big Idea we learned tonight? It's this one: "What is a program?"
- ✓ **Go back: Return to Slide 4: Big Idea #1. "What is a program?"**
< Show just the question slide, not Slide 5 (the answer) -- yet!>

< Get an answer for this first Big Idea from one of the youngest kids (to include all kids, since Idea #1 is easier), talk about their reply just a bit, then: >

Show Slide 5: the "What is a program" definition slide
< Congratulate the child and call them up to receive their 12. Certificate of Completion, or give them a small prize you and the Organizer have agreed upon and have on hand. >

- ✓ OK, you're our first winner, thank you for your good answer! Now come on up here for a little Congratulations.
- ✓ See how our contest works? Now, who can tell me what Big Idea #2 is?

< Repeat Contest for each Big Idea using each of the slides below. >

Show Slide 6. Big Idea #2: A "Repeat Loop"
< Ask for answers, briefly discuss one child's reply. >
Show Slide 7. <Repeat Loop definition>
< Give out next prize. >

*< Repeat for all 6 "Big Ideas" using **Slides 8 – 15** to complete the Big Ideas Contest. At the end, say: >*

- ✓ Nice job everybody, and Congratulations. Now you know some Big Ideas about coding! You'll use those in every programming language you ever learn!

*< **Important NOTE for your "Conclusion," below**: With your Organizer, decide which of the five Family Code Night Flyers you want to print out for all families to take home. We suggest printing and distributing at least: 13. Code On at Home! (to let families continue the Night's puzzles and other fun coding activities at home); and 14. Family Code Night Big Ideas (to underscore the coding concepts learned in the program). If you and your Organizer decide not to print and distribute all 5 flyers, families can instead download the Flyers they want from the Family Code Night "Family Fun Stuff" page from the Start Page. Talking points to describe each Flyer can be found in the Appendix of this document, below. >*

Conclusion
- ✓ So that's our Family Code Night program for tonight. Did everyone have fun?

< Ask big, get applause! >
- ✓ Great! OK, now, before you go, one last thing:
- ✓ We're going to end tonight by showing you how to continue your Family Code Night when you go home!

Show Slide 16: Code On at Home: Keep Your Program Card!
- ✓ It's easy: Just keep using your Program Card as you have tonight! Go to the same Start Page URL we used tonight, and continue the puzzles. You can finish "The Maze," the 20 puzzles we did tonight. Then you can tackle "The Artist," which is a next series of fun puzzles focused on graphic arts! Use your Program Card to continue to track your progress at home!

- ✓ When you continue at home, if you want to pick up right where you left off tonight, let me show you a trick to navigate your way to any puzzle in the program.

< Demonstrate how to navigate to any puzzle using the white dots at the top of the screen. >

- ✓ There are lots Coding games you can play at home. Let me tell you about a few of them.

Show Slide 17: Your Code On at Home Flyer
- ✓ This is your "Code On at Home" flyer.

< Hold up a copy. >
- ✓ The Flyer explains how to play other fun "Hour of Code" games, any time you like. You can play and code with Moana, Minecraft, Star Wars, Frozen and lots of others. All free!
- ✓ "Code on at Home" also tells you about a fun coding project called "Build a Yeti", where you create a big furry dancing monster!
- ✓ And for older kids ready for more, MIT's "Scratch" is a real programming language, built for kids!
- ✓ At the bottom of that flyer, there's a list of the top things families can do to encourage girls' interest in computer science, so check that out as well, it has a ton of great ideas (and they're good for boys too!).
- ✓ Links to all these are here, in your "CodeOn at Home" flyer.

< Now describe any other Flyers you've printed for your attendees (see Appendix below for talking points on each Flyer. Then say: >

- ✓ We have other information for you, like how to get low-cost internet service at home and other info, here at the "Family Fun Stuff" page at FamilyCodeNight.org.

Demo: Go to the Start page again: www.FamilyCodeNight.org/Start
- ✓ Just go back to our Start page, and click on the "After Family Code Night" link.

*< Demonstrate: click on the "After Family Code Night" link. On the page, briefly explain the flyers available (see End Notes, below, for info on each one). Demonstrate downloading any Flyer by clicking on it. (Or just use **Slide 18: Family Fun Stuff** to explain the link and available flyers.)>*

- ✓ You can download any of these flyers, free, here on the "Family Fun Stuff" page. And you can sign up free to get more games in the future. So just go to the Start page we used tonight to start our puzzles, and click on the "After Family Code Night" link here, then click on any thumbnail to download the document.
- ✓ And finally…

Show Slide 19. Thanks for Coming!

- ✓ Tonight we've started to learn to code together. I hope you see how fun and easy it can be. YOU CAN CODE. And there's no limit to what you can learn, to where you can go from here. And tonight is just the beginning!

- ✓ And here's the secret: just keep playing and learning! And your parents can help and learn right along with you!

✓ Our Contest winners already received their Certificates for participating in tonight's Family Code Night. And now, as you leave tonight, it's time for all our Pairs to pick up your Certificates as well.

< Give instructions on how to pick up Certificates -- the Presenter can hand one to all Pairs as they depart, or other process. >

< *Important NOTE: if desired, and the principal is supportive, now is the ideal time to ask parents to sign up for a Computer Science Learning Committee to support more clubs, classes and programs at school.* >

< *Optional: Suggest a School Computer Science Committee.* >
✓ Finally, would you like to see more computer science learning like we had tonight? Those of us in this room can help make that happen. FamilyCodeNight.org will help us start a Coding Club, or a parent or PTA committee, or other programs.
✓ If any parents would be interested in joining us in a Coding Committee to get some of these things going at our school, please come up and give us your contact information. We'll get together soon to talk about what we can get going together!

< *Close with any wrap-up instructions as needed:* >
✓ Don't forget to return your borrowed laptops/devices!

So, Good Night everyone, thanks for coming, & Code On!

< *Distribute the program Certificates and any printed Flyers.* >

You're done!!
Post photos to #FamilyCodeNight!
Thank you!

Appendix: Talking Points for Flyers

Below is background information on the various Take Home Flyers families can take home or download after Family Code Night.

Talking points: "Code On at Home" Flyer
Besides continuing tonight's puzzles, you can do other fun "Hour of Code" programs from Code.org. The second item on your "Code On at Home" flyer is a link to other "Hours of Code" you can do any time you like. You can play and code with Minecraft, Star Wars, Frozen and many others. They're fun, and you'll learn new things all the time! There's even an Hour of Code based on the new Disney movie Moana.

You can also tackle a fun coding project, or a programming language created especially for kids. You can "Build a Yeti," a big furry dancing monster. This project is great for all ages, and it's at Google's Made With Code. For older kids ready for more, MIT's Scratch is a first real programming language, built for kids!

At the bottom of that flyer, by the way, there's also a list of the top ten things families can do to encourage girls' interest in computer science, so check that out as well, it has a ton of great ideas (and they're good for boys too!).

Links to all these are here, in your "CodeOn at Home" flyer.

Talking Points: Big Ideas Flyer
Here are the six Big Ideas we learned tonight. This flyer will help you remember them – you'll see these ideas in just about every coding game and programming language.

Talking Points: Affordable Internet Flyer
This Flyer may help you get set up for coding at home. To play coding games at home, you need "broadband" or high-speed internet service. There are now special subsidies for internet service for families that qualify. Three options you can consider are: EveryoneOn.org; the federal "Lifeline" program; and special offers from service providers to qualifying families, such as Comcast's Internet Essentials. Information and links to all three of these programs are in the "Affordable Internet" flyer.

<Optional: demo how easy it is to find broadband offers at EveryoneOn.org. Go to the site, enter your zip code, display offers for qualifying families. It takes less than 30 seconds.>

Talking Points: "Code On at School" Flyer

We can also help get coding clubs or classes going here at school. Code.org offers free teacher training, a network of willing volunteers that can come help teach coding, and free K-5 coding curriculum. You can find details and links on all these services on the "CodeOn at School" flyer.

1. Free teacher/faculty training here: https://code.org/professional-development-workshops
2. Find a volunteer: https://code.org/volunteer/local
3. Free Curriculum: https://code.org/educate/curriculum/elementary-school >

Talking Points: "Code On Off-line" flyer

You can even "code on" without a computer. This flyer shows fun off-line projects and games you can do at home or at school that are all about coding ideas and concepts. You can play with coding and learn more, even without a computer.