GOOGLE CS FIRST

Product Description

Google's CS First is a free online computer science and coding curriculum for students in upper elementary and middle school (ages 9-14). Lessons and activities are designed to be engaging and relevant, with themes such as Storytelling, Art, Sports, Fashion Design, Social Media and Animation. It is also designed in such a way as to make it easily adaptable to a wide range of settings with learning materials that are clear, detailed, user-friendly and visually appealing.

ACCESS

Features

- Free online computer science and coding enrichment materials
- Designed for ages 9-14
- Engaging themes such as Storytelling, Art, Sports, Fashion Design, Social Media and Animation

Seal of Alignment Review

The Google CS First curriculum successfully underwent the International Society for Technology in Education (ISTE) Seal of Alignment review for Readiness. Reviewers determined that this resource helps build foundational technology skills needed to support the ISTE Standards for Students. Google's CS First website provides a rich and deep set of resources designed to support computer science learning activities for formal and informal, in-school and after school programs.

"All the lesson plans are designed for flexible and adaptive uses in a variety of contexts.The CS First learning environment encourages sharing, peer support and participation in a wider learning community."

— ISTE Reviewers

The Google CS First curriculum was found to align to the following indicators of the ISTE Standards for Students:

1. Empowered Learner

1.a. Articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.

1.c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

1.d. Understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

3. Knowledge Constructor

3.c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.

3.d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

4. Innovative Designer

4.a. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

4.c. Develop, test and refine prototypes as part of a cyclical design process.

4.d. Exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

5. Computational Thinker

5.c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.

5.d. Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

6. Creative Communicator

6.b. Create original works or responsibly repurpose or remix digital resources into new creations.