

## What is EasyCode Foundations?

EasyCode Foundations introduces students to coding through a game-based environment, where students learn to code by solving coding challenges. Once their coding skills are mastered, students apply them to build their own apps and games.

The good news is teachers do not have to be a coding expert to help students learn to code. EasyCode is recommended for grades 3–8. Students can work independently through the curriculum once it is assigned to a class. With EasyCode, learning to code is guided to allow many students to learn independently of a teacher but, lesson plans are available for teachers to use if desired.

## What is available to me to use with students?

Learning.com has made available the full coding curriculum which includes the following curriculum. This could be a full year's curriculum in a classroom setting but students interested in coding could potentially work through a good number of the Challenges.

- Coding Adventures Parts I, II, & III (210 Skill Challenges and corresponding Skill Challenges)
- Challenge Builder (Open ended space for students to create their own Challenges)
- Game Builder (Open ended space for students to create their open games)



## Support page for EasyCode Foundations

<https://support.learning.com/product-resources/easycode/>

### **Specific link of interest:**

[EasyCode Foundations FAQ](#)

[EasyCode Foundations Walkthrough](#)



## What is EasyCode Pillars?

EasyCode Pillars (powered by Codesters) introduces the Python programming language through a series of structured, scaffolded, interactive lessons. In each self-paced lesson, students are guided through a series of small activities that lead them to three potential exit points. In the last exit point of each lesson, students create their own project, allowing for voice and choice. All activities within the lesson are automatically graded up until the final project.

The good news is teachers do not need previous experience with Computer Science or coding to help students learn the concepts. EasyCode Pillars is recommended for grades 5-8, but can be used in early high school as part of an introduction to programming course.

## What is available to me to use with students?

Learning.com has made available the full coding curriculum which includes the following curriculum. This could be a full year's curriculum in a classroom setting but students interested in coding could potentially work through a good number of the Challenges.

The screenshot shows the Learning.com interface for the EasyCode Pillars Python Suite. At the top, there are navigation tabs for Home, Classes, Library, Students, and Assessments. Below the navigation is a search bar and a 'Go to the new teacher experience' link. The main content area features a large blue button for 'EasyCode Pillars Python Suite' with a description: 'The EasyCode Pillars: Python Suite includes all 40 lessons from part 1 and 2 of the Intro to Python courses as well as the 10-lesson course in Intro to Game Design. Together, this bundle covers variables, loops, if statements, lists, functions, events, indexes, data types, program design, and general game mechanics. It also covers game elements such as taking turns, moving objects, collisions, random numbers, avoiding hazards and getting points.' Below this, there are four buttons for different course levels: 'EasyCode Pillars Intro to Python 1', 'EasyCode Pillars Intro to Python 2', 'EasyCode Pillars Intro to Game Design', and 'EasyCode Pillars Teacher Resources'.

- Intro to Python 1
- Intro to Python 2
- Intro to Game Design

## Support page for EasyCode

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### *Specific links of interest:*

[EasyCode Pillars FAQ](#)

[EasyCode Pillars Walkthrough](#)

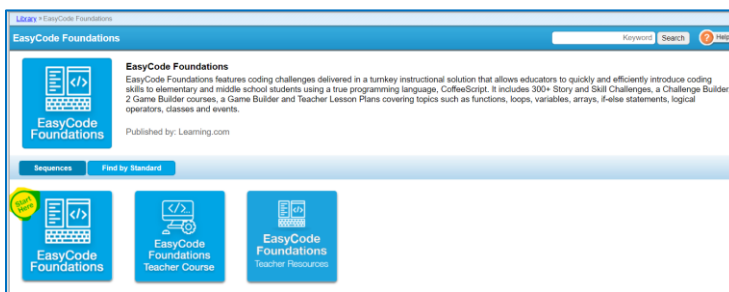
## How to assign curriculum to my classes:

**Setting up classes** (if your district syncs with Clever or Google Classroom classes are set up and ready to use)

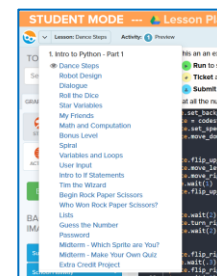
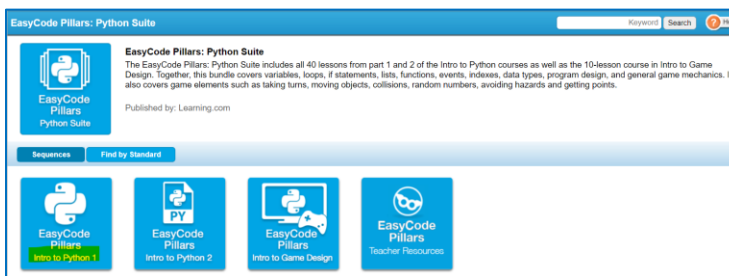
Google Classroom users go to <http://catalog.learning.com> to assign directly to Google Classes

**Assigning curriculum to a class** from the Learning.com website

**EasyCode Foundations:** Open the unit with the Start Here message. If you assign only the first Challenge 0–5, students will be able to access all the Challenges unless you limit their progress from the teacher page. For more information visit the [EasyCode Foundations Walkthrough](#) page.



**EasyCode Pillars:** Open the Intro to Python 1 unit. If you assign only the first lesson Dance Steps, students will be able to access all the lessons. For more information visit the [EasyCode Pillars Walkthrough](#) page.



## Contact Support

Our Support team members are available to assist Monday through Friday, 4 am – 4 pm PST.

- PHONE: 800.580.4640 x2
- EMAIL: [support@learning.com](mailto:support@learning.com)
- CHAT: [Click Here to Start](#)