

EasyCode Pillars uses fun, engaging project-based lessons to teach students core concepts in Python including variables, loops, if statements, lists, functions, and events.

Here's how you will access EasyCode Pillars curriculum, beginning at the log in page:

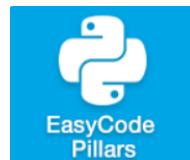
Go to login.learning.com

Enter your username, password, and district.

If your school or district uses Clever, click the 'Login with Clever' button to begin the login process.

You can learn how to log in through Clever [here](#).

Open the EasyCode Pillars tile in your Library.



Click on a lesson title to view the details tab, lesson plan, categories, and standards.

Building Your First Program

In this introductory lesson, students will learn to use Codesters to create their first program by creating a scene with a background, sprite, text, movement, and interactivity.

Estimated Time: 90 Minutes
Type: Lesson
Publisher: Learning.com
Keywords: programming, stage, sprite, bug, toolkit, debugging


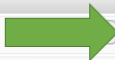



Objectives:

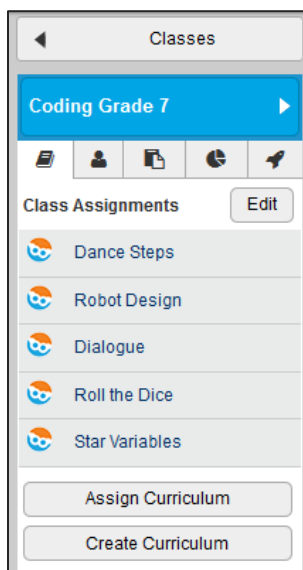
- Students will find commands in the toolkit.
- Students will drag commands from the toolkit and drop them in the Code Editor.
- Students will add and change the background image.
- Students will add sprites.
- Students will change sprite images.
- Students will create basic movement.
- Students will use quotes and parentheses correctly.
- Students will order their commands in the Code Editor.
- Students will read and respond to error messages.

In each Codesters lesson, students are guided through the completion of a project through a series of small activities. In the last activity of the project, students use the skills learned to complete a project that allows them to apply their own personality and identity to the work.

Click the 'Assign' button to add to your class.

PLEASE NOTE: you must have your class open in the left side bar to successfully assign curriculum.

Assignments for All Grades		Find by Standard					
Type	Title	Grade	Time	Publisher			
	Dance Steps	6-10	90	Learning.com			
	Robot Design	6-10	90	Learning.com	View	Assign	
	Dialogue	6-10	90	Learning.com	View	Assign	
	Roll the Dice	6-10	90	Learning.com	View	Assign	



Assigned curriculum will appear in the class assignment list on the left side bar.

Click the 'Edit' button to remove an item or reorder the assignment list.

When a student clicks on the lesson in their assignment list, it will take them to that specific lesson in their Codesters student dashboard.

However, once in the Codesters platform, students can use the drop-down in the upper left-hand corner to navigate to any Codesters lesson that you, as the teacher, have given students access to through the Codesters dashboard.

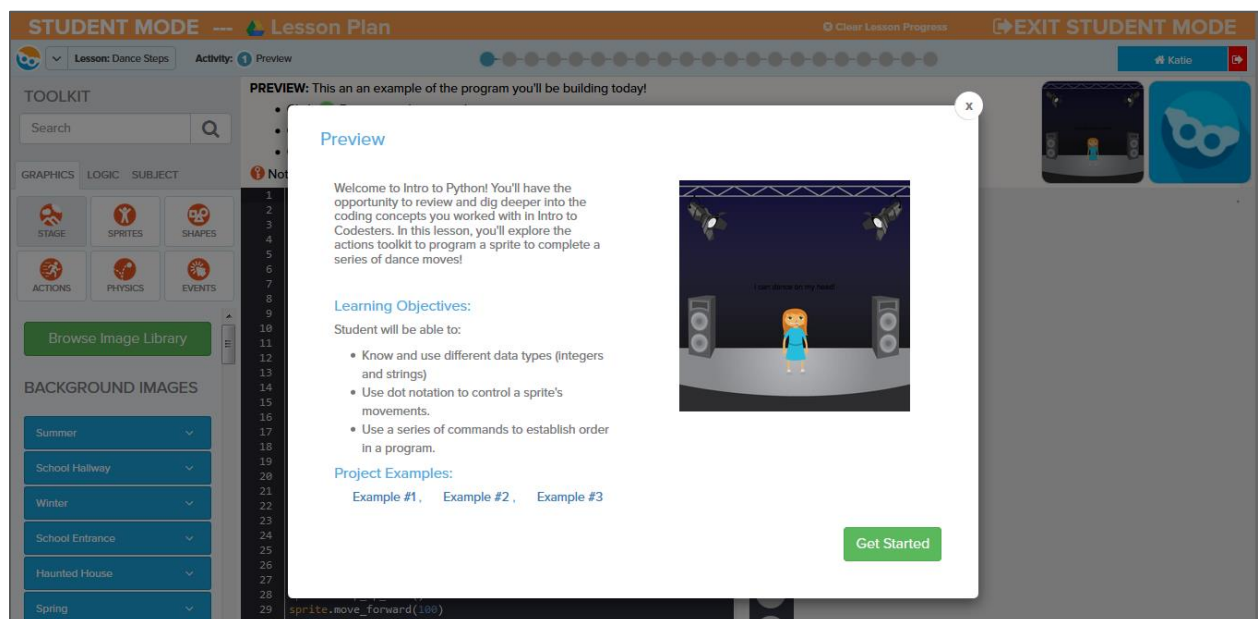
Student progress in EasyCode Pillars can be viewed only in the Teacher Dashboard on the Codesters platform.

All activities will auto-score except the final project, which must be manually graded. (Final project grades can be manually entered in the Learning.com gradebook if desired.)

To navigate to your Teacher Dashboard in Codesters, click on a lesson title and click the 'View' button:



A student landing page will appear:

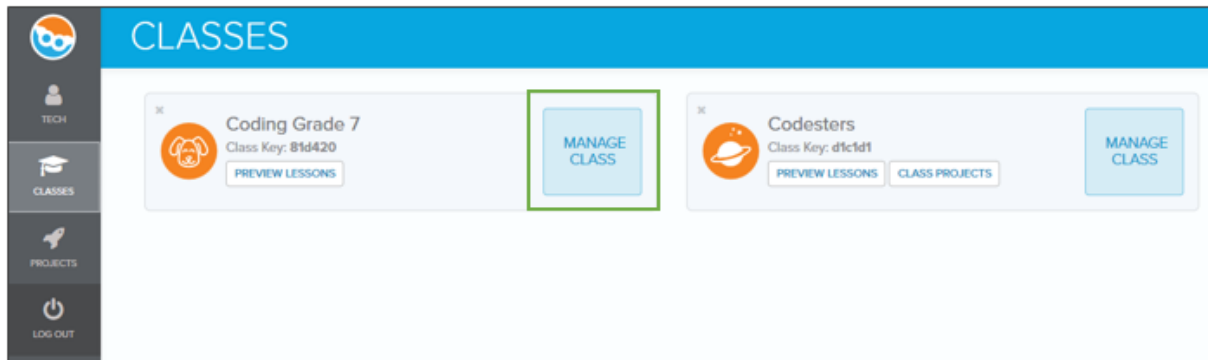


Select 'Exit Student Mode' in the upper right corner of the landing page.

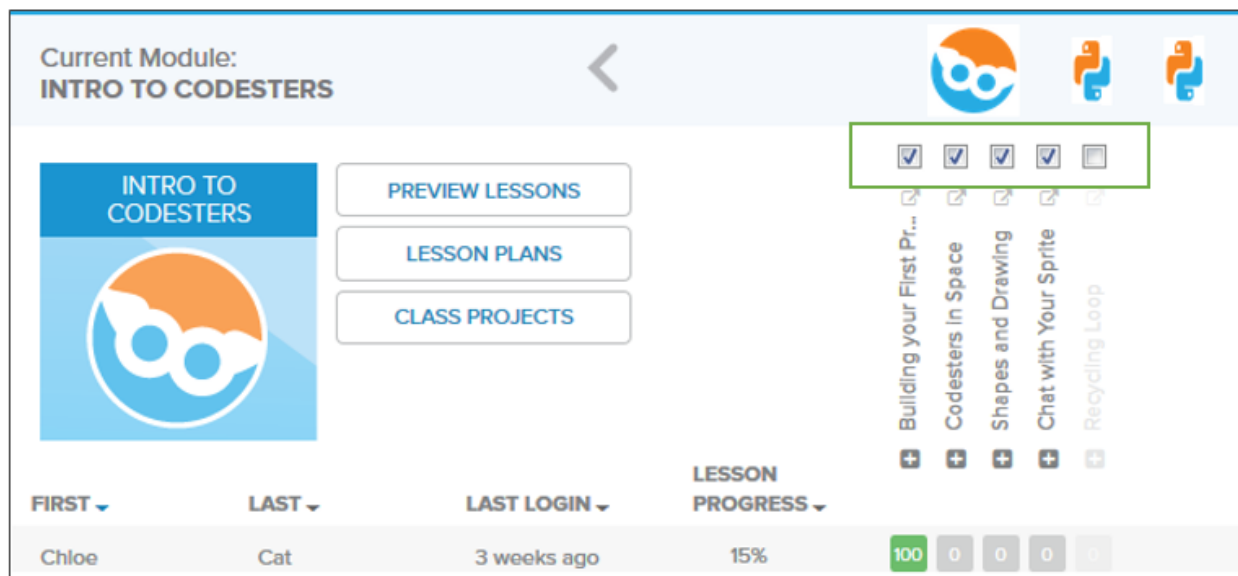
EXIT STUDENT MODE

Your Teacher Dashboard will open to a view of all the classes to which you've assigned EasyCode Pillars curriculum.

Clicking 'Manage Class' will open the class grade book



Lessons can be turned on and off to limit student progress by checking and unchecking the lesson box. Once in the Codesters dashboard, students have access to any lesson to which you have checked the box.



Teachers can easily view submitted code and projects and compare students' work to the correct solutions.

To see sample answers for the activities, click on the preview buttons:

Current Module: **INTRO TO CODESTERS**

INTRO TO CODESTERS

PREVIEW LESSONS
LESSON PLANS
CLASS PROJECTS

Building your First Pr...
Codesters In Space
Shapes and Drawing
Chat with Your Sprite
Recycling Loop

FIRST ▾ LAST ▾ LAST LOGIN ▾ LESSON PROGRESS ▾

FIRST	LAST	LAST LOGIN	LESSON PROGRESS
Chloe	Cat	3 weeks ago	15%

From the student roster click on the plus + button to track student progress.

Current Module: **INTRO TO CODESTERS**

INTRO TO CODESTERS

PREVIEW LESSONS
LESSON PLANS
CLASS PROJECTS

Building your First Pr...
Codesters In Space
Shapes and Drawing
Chat with Your Sprite
Recycling Loop

FIRST ▾ LAST ▾ LAST LOGIN ▾ LESSON PROGRESS ▾

FIRST	LAST	LAST LOGIN	LESSON PROGRESS
Chloe	Cat	3 weeks ago	15%

When you click on one of the green, yellow, or red circular icons in the student's progress bar, the student's code will appear in a new pop up window.

***Please note that if there is a yellow caution symbol ⚠ or red exclamation mark ❗ in the progress bar, this means the student did not correctly answer the question and should revisit their code.

The screenshot shows the EasyCode interface for the 'INTRO TO PYTHON - PART 1' module. On the left, there are buttons for 'PREVIEW LESSONS', 'LESSON PLANS', and 'CLASS PROJECTS'. On the right, there is a 'Dance Steps' section with a list of activities: Robot Design, Dialogue, Roll the Dice, Star Variables, My Friends, Math and Computation, Bonus Level, and Spiral. Below this, there is a table with columns for 'FIRST', 'LAST', 'LAST LOGIN', 'ACTIVITY PROGRESS', and 'PROJECT POINTS'. The table shows a student named 'Chuckie Castro' with a progress of 30% and a project point of None. A progress bar at the bottom shows a sequence of icons: green, yellow, red (with a white exclamation mark), green, green, green, green, and a yellow caution symbol.

Select the teacher solution button ('A') to show the code editor. Select the 'Answer' tab to show an example coding solution.

The screenshot shows the Codesters interface for the 'CHUCKIE CASTRO - STRINGS' module. The main area displays 'STEP 2: Let's change the sprite's image label!' with instructions to replace 'person4' with 'person1' and to use quotes for strings. Below the instructions is a code editor with the following code:

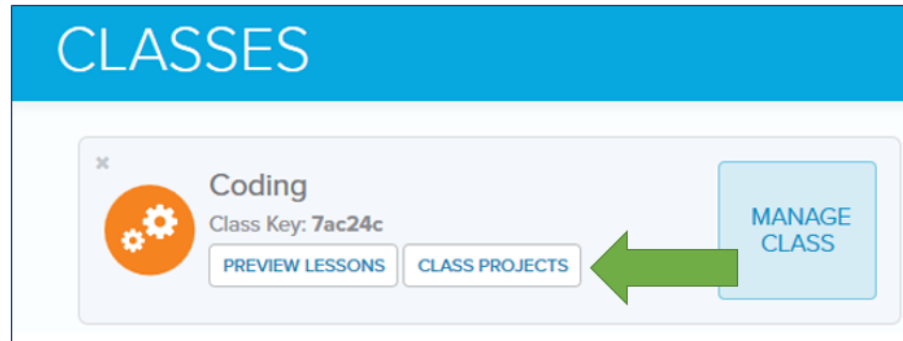
```
1 stage.set_background("concert")
2 sprite = codesters.Sprite("person2")
```

A green arrow points to the 'A' button in the bottom right corner of the code editor. To the right of the code editor is a tabbed interface with tabs for 'Pre', 'Student', 'Post', and 'Answer'. The 'Answer' tab is selected, showing the following code:

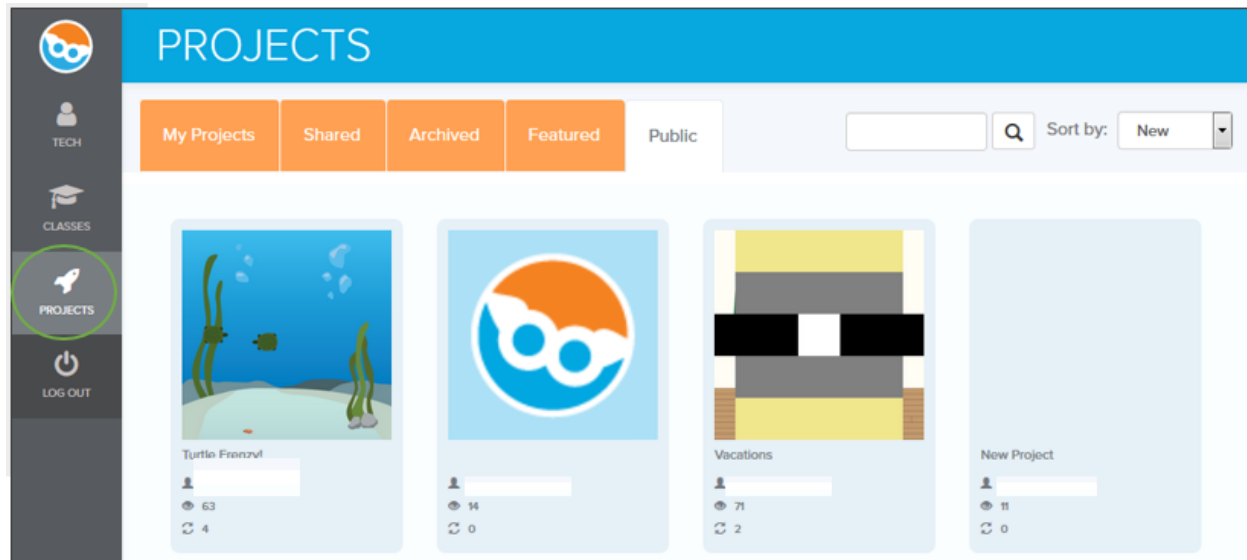
```
1 stage.set_background("concert")
2
3 sprite = codesters.Sprite("person1")
4
5 sprite.move_down(100)
```

At the bottom left of the page, there is a lightbulb icon and a link to the 'Codesters How To' webpage.

If we revisit the Teacher dashboard, we can select the 'Class Projects' button to view student-submitted final projects:



Or we can select the 'Projects' tab to view student-featured and public examples:

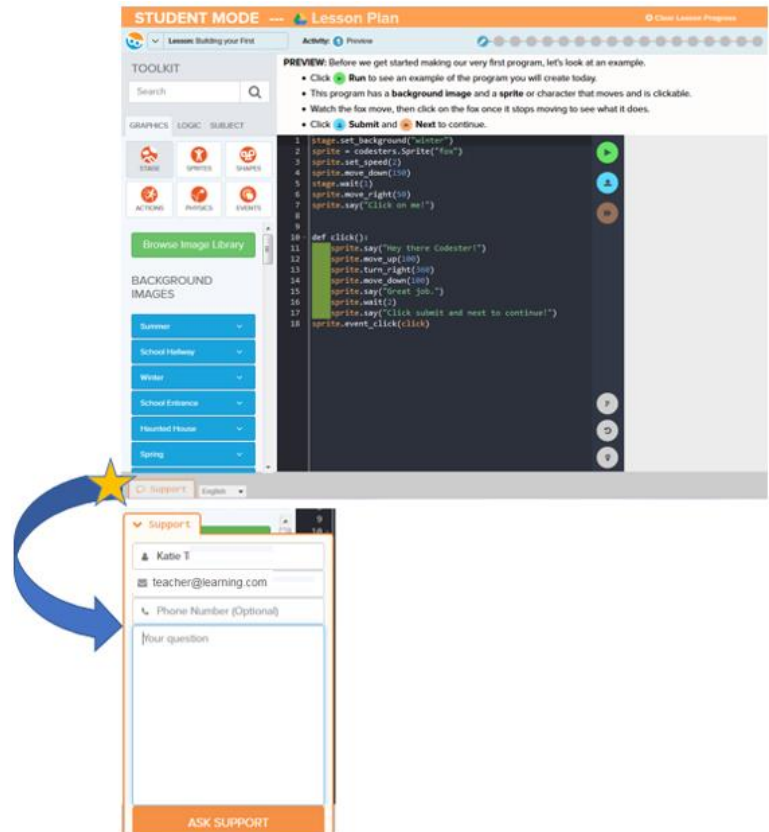


What should teachers and/or students do if they have a question while working on a project?

Click on the 'Support' tab in the lower left-hand corner of the screen.

Questions submitted from a teacher account will be sent to Learning.com's Customer Support email address.

Questions submitted from a student account will be emailed to the teacher. Students are required to enter an email address, but they can enter the teacher's email if the student does not have one.



Stay Connected with other educators:

Visit the [Codesters Professional Learning Community](#)!

This forum is available to those using Codesters in the classroom to come together to ask each other questions, share best-practices, and talk about their experiences in teaching coding in the classroom.



You can find more educator resources in the EasyCode Pillars tile in your Learning.com Library and on our [Support site](#).