Hive Hackers

@HiveacademyPwC @HiveAcademyPwC Hive Academy hive.academy

In Partnership with Code.org

#HiveAcademy #LeadingNI

Hive Hackers

Parents and Student Guide

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Guide to the program

- The Hive Academy is a **free** Education Outreach Program that teaches 7 to 12 year olds the fundamentals of coding.
- PwC (in partnership with code.org) have designed easy to follow lessons full of interactive activities, video and online exercises!
- The program is split into 17 easy to understand 30 minute lessons
- The program is linked to the UK's schools curriculum

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Advantages of the program

- A new way of thinking! Some students will thrive like you have never seen before!
- 70% of the time will be spent online! No more pens and paper!
- Students work at their own pace!
- Fun Fun Fun!

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Overview of the program

Section	Lesson	Keyword & Concept of The Section	Online Exercise
Section 1	Intro to programming	**Algorithm** is a list of steps that you can follow to finish a task. **Program** is an algorithm that has been coded into something that can be run by a machine. We want the students to understand how to **create a steps by step guide.**	Lesson 1: Graph Paper Programming Lesson 2: Real-life Algorithms: Paper Planes
Section 2	Sequencing	**URL** is a Uniform Resource Locator. It is used to finds a website on the Internet. **Sequencing** tells us what will happen next in an algorithm or a program. We want the students to understand the concept of **creating steps in the correct order.**	Lesson 3: Maze Sequence Lesson 4: Artist sequence
Section 3	Loops	**Loop** is the action of doing something over and over again. We want the students to finding the **quickest way to complete the puzzles.**	Lesson 6: Maze loops Lesson 7: Artist Loops Lesson 8: Bee Loops

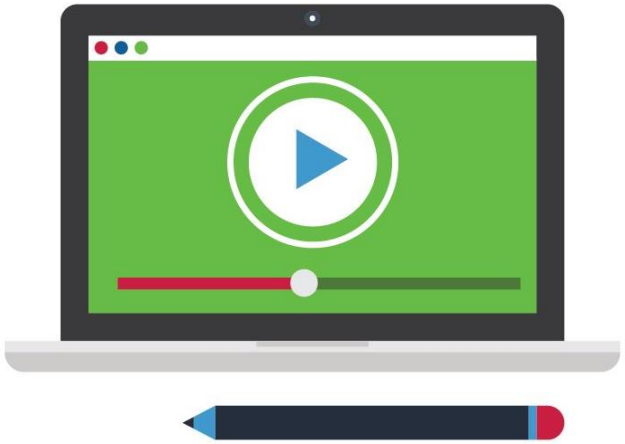
An overview of the program

Section	Lesson	Keyword & Concept of The Section	Online Exercise
Section 4	Debugging	**Debugging** is finding and fixing problems in your algorithm or program. We want the students to **spot errors in the puzzle**	Lesson 10: Bee Debugging Lesson 11: Artist Debugging
Section 5	Conditionals	**Conditionals** are statements that run under certain conditions. **Binary** is a way of representing information using only two options. We want the student **create conditional statements** to improve their code	Lesson 12: Card Conditionals Lesson 13: Bee Conditionals
Section 6	Flappy Bird	**Event** is an action that causes something to happen. We want the students to get **creative** and add their own idea's to their **game** using the concepts they learned in the first 5 sections	Lesson 16: Flappy Bird
Section 7	Create a story	**Event** is an action that causes something to happen. We want the students to get **creative** and add their own idea's to their **story** using the concepts they learned in the first 5 sections	Lesson 17: Play Lab: Create a story

How to begin the program

To begin the program you will need:

1) Access to the online video resources
2) An iPad, laptop, PC or any other internet device
3) Student unique login cards



Section name: **Hive Hackers - Primary 6 Class of 2020/21**

1.) Go to **https://studio.code.org/sections/XBQTXB** or to **https://studio.code.org/join** and type in your 6-letter section code: **XBQTXB**

2.) Choose your name: **Frank Blue**

3.) Choose your secret picture:

4.) Click the sign in button.

The Students Login Card

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1.) Go to **https://studio.code.org/sections/XBQTXB** or to **https://studio.code.org/join** and type in your 6-letter section code: **XBQTXB**

2.) Choose your name: **Frank Blue**

3.) Choose your secret picture:

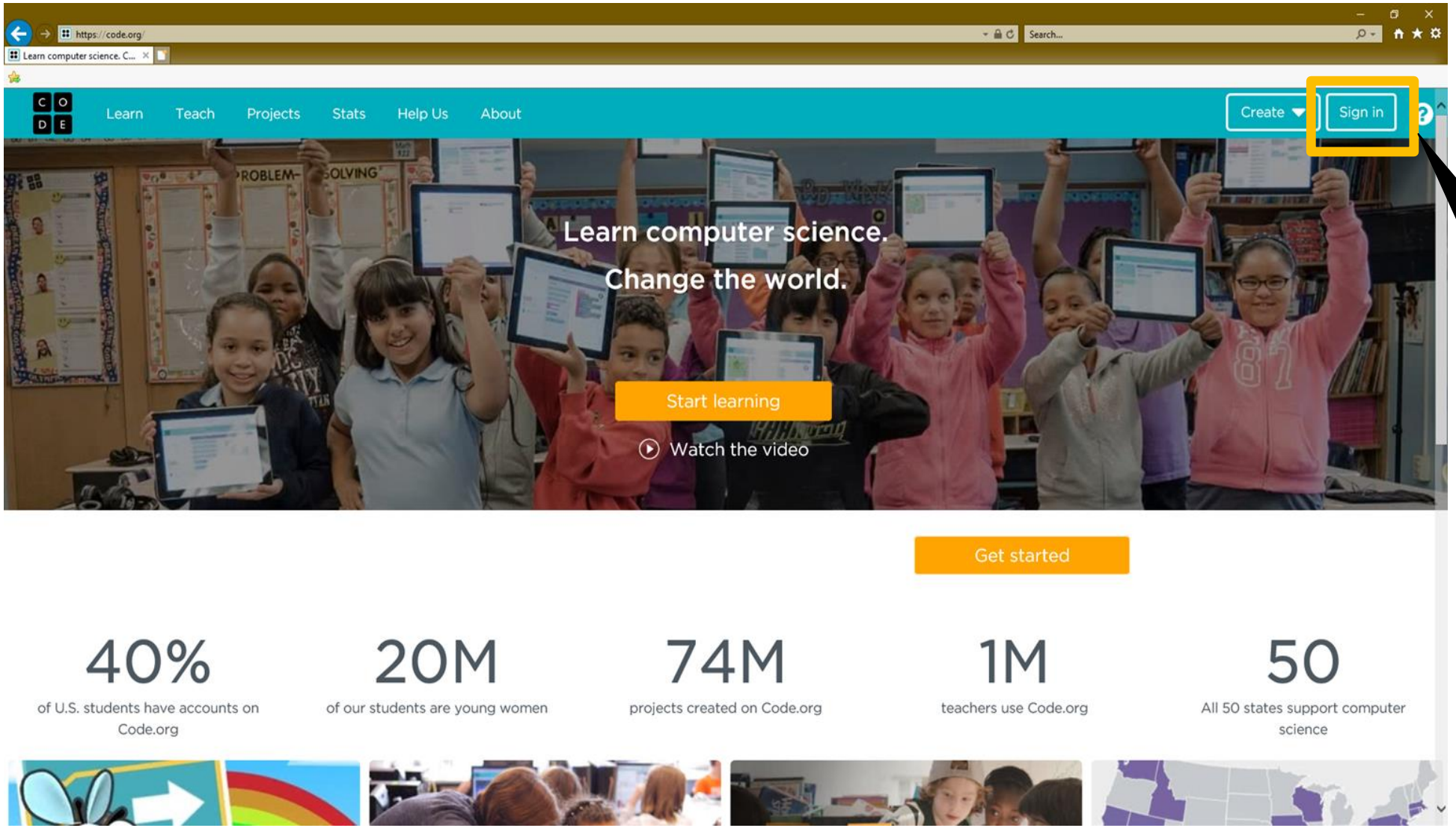
4.) Click the sign in button.

This is your classes unique 6 digit code

This is the students unique password picture

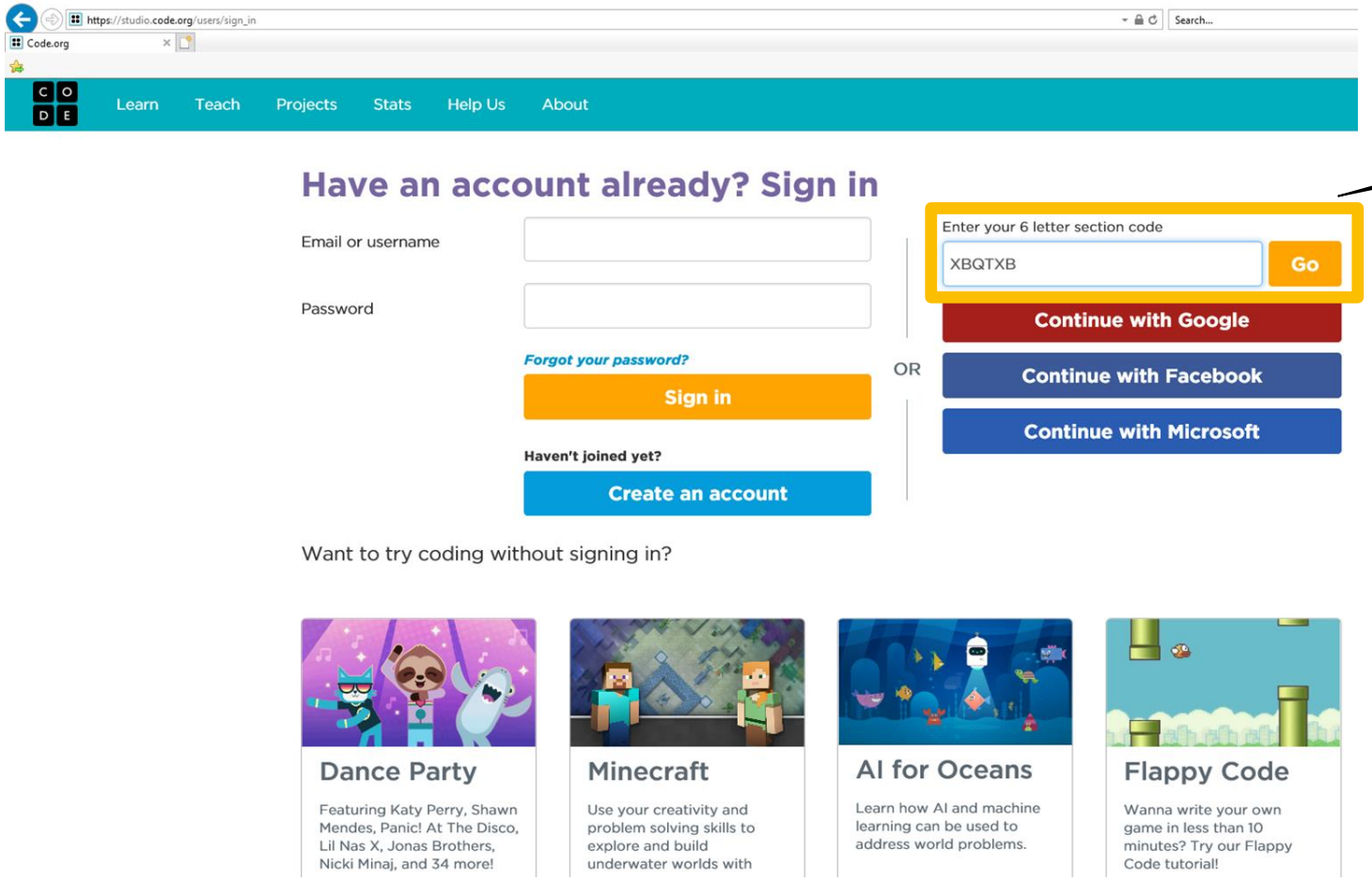
How to Log in

Step 1 - Visit Code.org and click Sign in



Click Sign in

Step 2 - Enter unique code

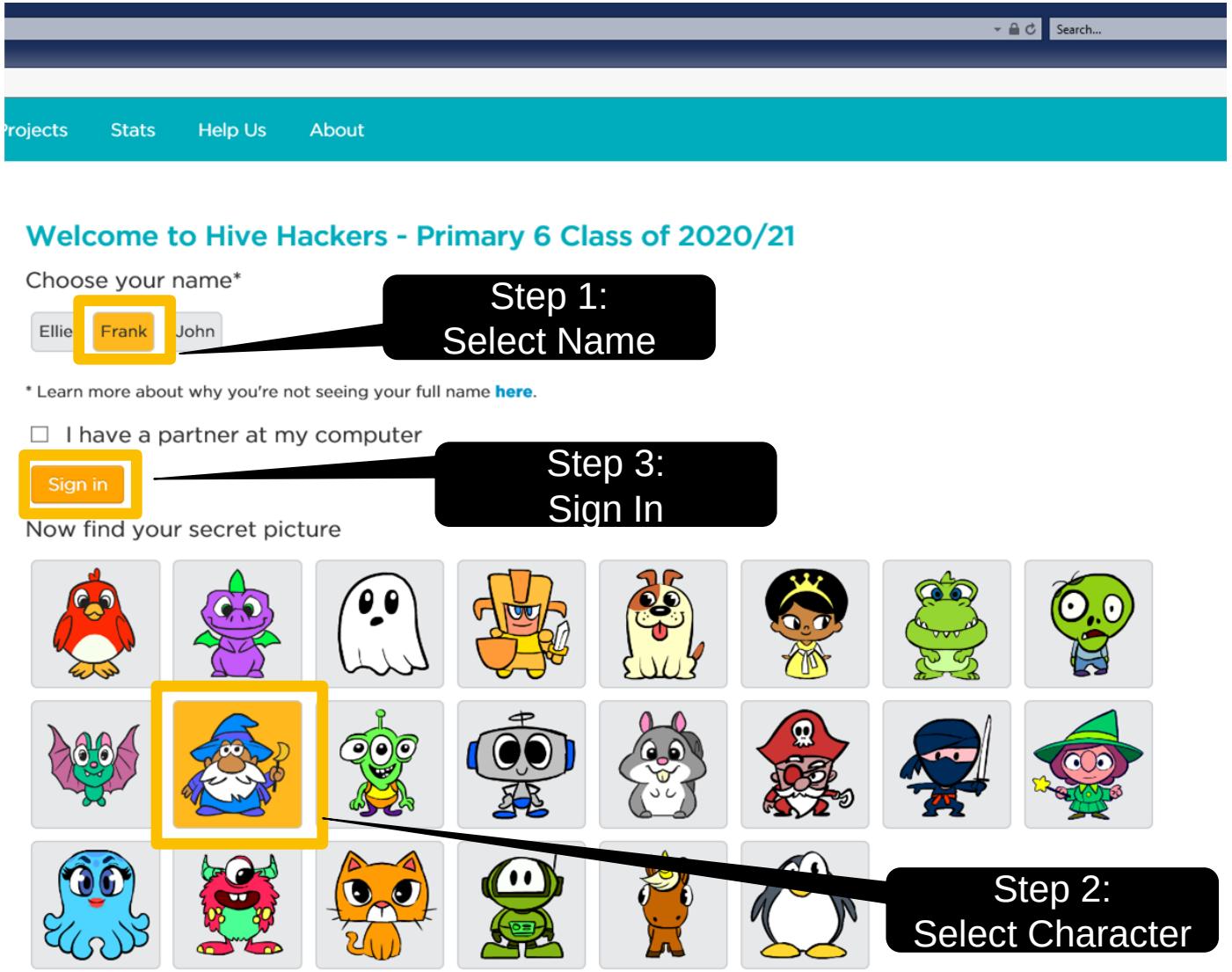


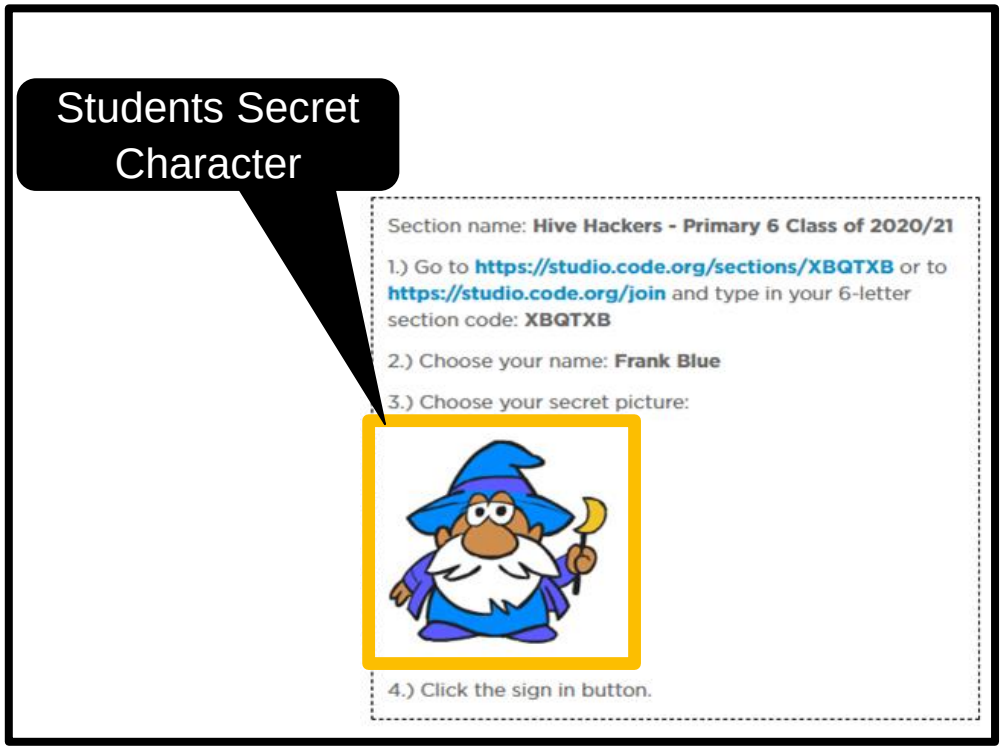
Enter Students 6 Letter code

Students unique code can be found on their login card

Students 6 Letter code

Step 3 - Select student name and secret character





How to navigate the program

Now we can navigate the menu

Course 2

Start with Course 2 for students who can read and have no prior programming experience. In this course students will create programs to solve problems and develop interactive games or stories they can share. Recommended for grades 2-5.

Try Now | Get Help | ✔Assigned

Lesson Name	Progress
1. Graph Paper Programming	Unplugged Activity 1 2
2. Real-life Algorithms: Paper Pl...	Unplugged Activity 1 2
3. Maze: Sequence	1 2 3 4 5 6 7 8 9 10 11
4. Artist: Sequence	1 2 3 4 5 6 7 8 9 10 11 12
5. Getting Loopy	Unplugged Activity 1
6. Maze: Loops	1 2 3 4 5 6 7 8 9 10 11 12 13 14
7. Artist: Loops	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Each lesson we will provide a short video and instructions and then ask the students to complete the tasks

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