JA Community Coders™ is a single session that enables early elementary school students to see the importance of digital skills and jobs in the community. This STEM-focused session also allows students to explore and apply the basics of computer programming by participating in a hands-on coding activity. This session was developed as part of the redeveloped JA Our Community® Blended program scheduled to be released in February 2022.

HIGHLIGHTS

- Is appropriate for students in first through third grades.
- Can be delivered as a stand-alone learning experience or as a supplement to JA Our Community®, JA Our Families®, or JA Our City®.
- Introduces STEM and digital skills through a hands-on coding activity.
- Easily adapts for different options based on the learning environment for implementation, student access to technology, and students’ prior experience with technology.

SESSION OUTLINE

■ Warm-Up: Digital Tools and Skills
Students review examples of digital tools and skills that workers may use in a community and are introduced to computer coding basics.

■ Activity: Bots and Bugs
Students explore coding and create simple code sequences. Activities are available at three different difficulty levels; educators should implement the activity level that is best aligned with students’ abilities and prior knowledge. Each activity provides a no-technology adaptation.

- Introductory – Students use commands to navigate a robot through a maze.
- Basic – Students translate a story about a robot into a sequence of commands.
- Intermediate – Students evaluate an existing program’s code to determine where the errors are. Then they look for ways to make the program more efficient.

■ Wrap-Up
Students discuss the ways in which digital skills and tools can benefit a community. Then they write a sentence about a digital skill they’d like to start using.