CODE COMBAT: LEARNING TO CODE
ERICA LOUISE RICHARDS, THE KINDEZI SCHOOL AT OLD FOURTH WARD

GRADE LEVEL AND CONTENT: 3rd Grade Computer Science

OVERVIEW

In this personalized and integrated computer science, English Language Arts, and mathematics unit, students learn to code using Python via the programming software, Code Combat. Using a series of unique strategies, including call and response and journaling, the unit seamlessly pairs culturally responsive pedagogy with content standards to engage all students as they learn to code. Throughout the unit, the class transforms into an internet café, where students choose the place and pace of their learning to complete coding tasks.

STANDARDS ADDRESSED

Computer Science: 1B-AP-08, 1B-AP-09, 1B-AP-10, 1B-AP-11, 1B-AP-12, 1B-AP-15, 1B-AP-16, 2-AP-10

Mathematics: CCSS.Math.Practice.MP1, CCSS.Math.Practice.MP2, CCSS.Math.Practice.MP6, CCSS.Math.Practice.MP8

AVAILABLE MATERIALS

- Code Combat: Learning to Code Unit Plan

ABOUT THE TEACHER

As a poet and a teacher, Erica empowers her students through STEAM education and the art of lyricism. In 2016, she founded an afterschool program that engages students in performance art. Before starting her teaching career at Kindezi, she joined AmeriCorps and tutored students in math and science. Erica graduated from the Georgia Institute of Technology with a Bachelor of Science in History, Technology, and Society.