



# Introduction to Coding

*From 4-H Ontario's Adventures in STEM Project*

**Objective:** To learn about and practice computer coding using web-based programs

## Materials:

- Computer
- Internet access

## Instructions:

1. Select which program(s) you will use and familiarize yourself with the site(s)

Free Options:

- **Scratch:** Program interactive stories, games and animations
  - <https://scratch.mit.edu/>
- **Code.org:** A great starting point for coding novices
  - <https://code.org/learn>
- **Code Academy:** Teaches kids basic code through fun and simple exercises that feel like games
  - <https://www.codecademy.com/>
- **Code Combat:** Best for older kids; uses an interactive, competitive gameplay mode
  - <https://codecombat.com/>
- **Lightbot:** Integrates fun gameplay with coding lessons
  - <https://lightbot.com/>

2. Reflect on what you created and what you liked and didn't like from each program.

## Thoughtful Questions:

- Why did you decide to create what you did?
- What were your challenges?