

# Halocode Curriculum Sample Packet

## **Curriculum Overview**

Activities are “hands-on minds-on” scaffolded challenges designed to build on and apply the skills and concepts of previous activities.

The HaloCode Curriculum guide and slide decks have step by step instructions and coding examples for both the teacher and the students.

**We are in a race to make a digital game!** Throughout this camp, we will learn how to create fun games using HaloCode. HaloCode is a programmable single-board computer, complete with a motion sensor, touch sensors, voice recognition capabilities, and much more. We will be using the mBlock coding software to complete this challenge, which will allow us to code in a visually engaging way.

HaloCode CDG slides contain detailed step-by-step instructions and teacher notes to provide you with everything you need to know to complete the challenge. Inquiry, curiosity, and understanding are the guiding force behind the overall structure of the activities. Our goal is to help children build 21st Century skills, discover an excitement for Computer Science and Engineering, and improve their ability to work as a team and solve problems – all while playing games!



## End of Document Sample

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