CodeHS

Information for Teachers

Why Learn to Code?

Code is the language of the future. Every app, every web page, every new piece of technology we use relies on programmers to help create it. Just as we want all students to have an understanding of English, math, history, and the sciences, we should want our kids to develop digital literacy because, today, code forms the building blocks of our world.

Coding helps develop problem solving and logical thinking skills. Computer science teaches students important critical thinking skills that can be applied outside of the digital world. Computer programming involves learning to break down big problems into smaller parts, thinking of creative solutions, and communicating clearly.

Learning to code prepares students for jobs of the future. There are not enough programmers in the world to keep up with the number of brilliant ideas that people want coded. Last year, there were 100,000 unfilled CS-related jobs—and that number is rising. Learning to code is an invaluable skill to have in today's tough job market.

The Challenge

Today, CS education is essentially non-existent in high schools. It's hard—very hard—for high schools to offer computer science courses on their own. Developing curriculum takes time and expertise; the resources required to teach a fun computer science course aren't like any other class (textbooks just don't cut it!); and teachers who don't necessarily have a background in the subject are often expected to teach CS. As a result, fewer than 5% of American high schools offer AP computer science.

Why CodeHS?

CodeHS makes coding fun and accessible. CodeHS was built specifically for high school students with no previous background. We provide a step-by-step curriculum of short videos, exercises, and example code to learn from. And, students can watch their code come to life in the browser without having to download anything.

CodeHS focuses on problem solving and critical thinking. We teach the building blocks of programming by focusing on problem solving, not syntax. The skills that CodeHS teaches can be applied to any coding language.

CodeHS provides the personal feedback and attention necessary for becoming a good programmer. Our team of experienced and enthusiastic CodeHS tutors help students work through exercises, answering questions at each step of the way. We're here to empower teachers too, by providing the resources and support you need to create the best CS class at your school!

CodeHS Features

CodeHS is an easy-to-use platform that provides teachers with everything they need to start teaching a fun and engaging introductory Computer Science course. Features include:

- **Individualized Tutoring:** CodeHS' team of skilled computer science tutors will help all students learn to code by answering questions and providing constructive feedback about concepts and exercises while students are working on their programs. CodeHS tutoring helps students develop the problem solving skills and logical thinking that is imperative for programming!

- **Individualized Grading:** CodeHS tutors will grade all student submissions, checking for both functionality and style. CodeHS tutors provide constructive feedback that will allow students to learn from their mistakes and fix their programs. Students pass when they can demonstrate mastery of a concept by successfully writing a program that is both functionally and stylistically sound.

- **Personal Debugging:** One of the most time consuming things about both teaching and learning to code is debugging! Bugs - or defects - in code can vary from small syntactical errors to issues with the logical approach to the problem. CodeHS tutors will help students find bugs that stop their programs from working.

- **Autograding:** Autograding provides immediate feedback on the functionality and style of a program. This is available only on certain exercises.

- **Teacher Support:** CodeHS is dedicated to helping teachers teach the best possible Computer Science course by providing extensive teacher support; so regardless of whether the teacher has an extensive background in computer science or has never programmed before, he/she will be equipped with the resources to manage students' progress.

- **Teacher Tools:** CodeHS provides a suggested curriculum, grading guidelines,

programming glossary, and problem guides for teachers. Through the site, teachers can monitor the progress of individual students, grade programs quickly and efficiently, and keep track of student questions through their own personal teacher dashboard.

- **Access to Site Content:** Teachers and their students will have access to all available modules and will be able to code in the browser. Modules include video tutorials, example code, exercises, and challenge exercises that teach students karel, basic javascript and graphics, animation and games, and more!

CodeHS Membership Options

Get started today using the **Free Trial**, which will allow you and your students to begin working through the Karel module right away, free of charge! Sign up for a teacher account and create your class here. (http://codehs.com/register?plan=teacher)

If you'd like to keep learning on CodeHS, there are 2 membership options. A detailed description of each feature is included below.

Feature	Premium Membership	Basic Membership
Individualized tutoring for all students		
Individualized grading of all student submissions		
Personal help with debugging		
Autograding		
Teacher tools and support		
Access to all CodeHS content		

***Premium Membership** is recommended to schools that do not have a computer science teacher.
***Basic Membership** is recommended for schools with computer science teachers.

Want to sign up?

For pricing information for CodeHS Basic Membership, please create a teacher account and visit our pricing page: http://codehs.com/schools/quote

If you are interested in acquiring a Premium Membership, please fill out this form http://codehs.com/forms/school_quote. We will get in touch with a quote for your school.