



# Curriculum Framework

Code.org K-5 Curriculum Course 4

## LESSON 1: ALGORITHMS - TANGRAMS (UNPLUGGED)

<b>Objectives</b>	<ul style="list-style-type: none"><li>• Tackle the challenge of translating an image into actionable instructions</li><li>• Convey instructions to teammates in order to reproduce an image</li><li>• Analyze the work of teammates to determine whether an outcome was successful</li></ul>
<b>Themes</b>	Algorithms, Sequence
<b>Practices</b>	Creativity, Collaboration, Communication, Persistence, Problem Solving
<b>Standards</b>	ISTE: 1c, 2d, 4b, 6c CSTA: CT.L1:6.01, CT.L1:6.02, CPP.L1:6.05 NGSS: 3-5-ETS1-2 CC Mathematical Practices: 1, 6 CC Math Standards: 3.G.A.1, 5.G.B.3 CC ELA: L.3.6, L.4.6, L.5.6

## LESSON 2: MAZE AND BEE

<b>Objectives</b>	<ul style="list-style-type: none"><li>• Create a program for a given task using sequential steps</li><li>• Count the number of times an action should be repeated and represent it as a loop</li><li>• Analyze a problem and complete it as efficiently as possible</li><li>• Employ conditional statements to assess which actions are correct for a given step</li></ul>
<b>Themes</b>	Algorithms, Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving

<b>Standards</b>	<p>ISTE: 1a, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CL.L1:3-02, CT.L1:3-01, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CPP.L1:6-05, CPP.L1:6-06, CPP.L2-05</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 5, 6, 7, 8 CC Math Standards: 3.OA.3, 3.MD.C.6</p> <p>CC ELA: L.5.6, L.4.6, L.3.6</p>
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## LESSON 3: ARTIST - LOOPS REVIEW

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Create programs that utilize repetition to create gorgeous designs</li> <li>• Use trial and error to recreate detailed designs in proper scale</li> <li>• Divide the number of degrees in a circle into even segments</li> <li>• Calculate the angles in equilateral and 30 60 90 triangles</li> <li>• Decompose a shape into its smallest repeatable sequence</li> </ul>
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<b>Themes</b>	Loops, Computing Practice, Programming
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<b>Practices</b>	Persistence, Problem Solving
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<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 4d, 6a, 6c, 6d,</p> <p>CSTA: CL.L1:3-02, CT.L1:3-01, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CPP.L1:6-05, CPP.L1:6-06, CPP.L2-05</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 5, 6, 7, 8 CC Math Standards: 3.OA.3, 3.MD.C.6, 4.G.A.1, 4.NBT.B.4, 4.MD.C.5, 5.NBT.B.5</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
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## LESSON 4: VARIABLES IN ENVELOPES (UNPLUGGED)

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Identify variables and determine their values</li> <li>• Define and call variables in the context of real-life activities</li> <li>• Create situations which require the use of variables</li> <li>• Utilize teamwork to enrich creative game play</li> </ul>
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<b>Themes</b>	Variables, Abstraction
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<b>Practices</b>	Creativity, Collaboration, Communication, Problem Solving
<b>Standards</b>	<p>ISTE: 1c, 2d, 4b, 6c</p> <p>CSTA: CL.L2-03, CT.L1:6-01, CT.L1:6-02, CPP.L1:6-05</p> <p>NGSS: 3-5-ETS1-1</p> <p>CC Mathematical Practices: 2, 6, 7, 8</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
<b>LESSON 5: ABSTRACTION WITH MAD GLIBS (UNPLUGGED)</b>	
<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Have the chance to internalize the idea of “abstraction”</li> <li>• Combine writing and abstraction to test their own creativity</li> <li>• Analyze their day to find differences that they can turn into similarities</li> </ul>
<b>Themes</b>	Abstraction, Pattern Matching
<b>Practices</b>	Creativity, Collaboration, Communication, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1c, 2d, 4b</p> <p>CSTA: CL.L2-03, CT.L1:6-01, CT.L1:6-02, CT.L2-12</p> <p>CC Mathematical Practices: 2, 6, 7, 8</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
<b>LESSON 6: ARTIST - VARIABLES</b>	
<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Create programs that utilize repetition to create gorgeous designs</li> <li>• Use trial and error to recreate detailed designs in proper scale</li> <li>• Calculate angles by dividing 360 by the number of sides in a polygon</li> <li>• Decompose a shape into its smallest repeatable sequence</li> </ul>
<b>Themes</b>	Variables, Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving

<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L2-01, CT.L2-06, CT.L2-12, CPP.L1:6-05, CPP.L1:6-06</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.OA.3, 3.MD.C.6, 4.NBT.B.4, 4.G.A.1, 4.MD.C.5, 5.NBT.B.5</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
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## LESSON 7: PLAY LAB - VARIABLES

<b>Objectives</b>	<ul style="list-style-type: none"> <li>Identify the numbers that are responsible for specific elements of a program</li> <li>Create a game that incorporates numerical parameters</li> <li>Replace numbers with descriptive variables</li> </ul>
<b>Themes</b>	Variables, , Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CL.L1:3-02, CT.L1:3-01, CT.L2-01, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:3-03, CPP.L1:6-05, CPP.L1:6-06, CPP.L2-08</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 4.NBT.B.4</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>

## LESSON 8: FOR LOOP FUN (UNPLUGGED)

<b>Objectives</b>	<ul style="list-style-type: none"> <li>Determine starting value, stopping value, and interval of "for loop"</li> <li>Illustrate the counter values hit each time through a for loop during runtime</li> </ul>
<b>Themes</b>	Loops
<b>Practices</b>	Creativity, Collaboration, Communication

<b>Standards</b>	<p>ISTE: 1c, 2d</p> <p>CSTA: CL.L1:3-02, CT.L1:6-01, CT.L1:6-02, CT.L2-01, CT.L2-12, CT.L2-14, CT.L3A-03</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 4.OA.C.5</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
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## LESSON 9: BEE - FOR LOOPS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Break one long sequence of steps into shorter looped sequences</li> <li>• Use the "for loop" structure to repeat an action a variable number of times each iteration.</li> </ul>
<b>Themes</b>	Loops, For Loops , Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06</p> <p>NGSS: 3-5-ETS1-2</p> <p>Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.OA.3, 3.MD.C.6, 4.NBT.B.4, 4.OA.C.5</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>

## LESSON 10: ARTIST - FOR LOOPS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Predict the number of steps needed to increment in each for loop iteration</li> <li>• Determine start and stop values for multiple for loop examples</li> </ul>
<b>Themes</b>	Loops, For Loops, Computing Practice, Programming
<b>Practices</b>	Problem Solving, Programming

<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06, CPP.L2-08</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.OA.3, 3.MD.C.6, 4.NBT.B.4, 4.MD.C.5, 4.MD.C.7, 4.G.A.1, 4.G.A.2, 5.NBT.B.5, 5.G.A.2</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
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## LESSON 11: PLAY LAB - FOR LOOPS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Utilize for loops to count from 1 to 100</li> <li>• Count by tens repeatedly using the for loop structure</li> <li>• Employ skills from previous lessons to create more difficult looping algorithms</li> </ul>
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<b>Themes</b>	Loops, For Loops, Computing Practice, Programming
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<b>Practices</b>	Persistence, Problem Solving
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<b>Standards</b>	<p>ISTE: 1a, 1c, 6a, 6c, 6d</p> <p>CSTA: CL.L1:3-02, CT.L1:3-01, CPP.L1:6-05, CPP.L1:6-06, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.OA.3, 4.NBT.B.4</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
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## LESSON 12: ARTIST - FUNCTIONS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Identify repeated movements and utilize functions to simplify their program</li> <li>• Use trial and error to re-create complex patterns</li> <li>• Break complex tasks into smaller repeatable sections</li> <li>• Combine simple shapes into complex designs with functions</li> </ul>
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<b>Themes</b>	Functions, Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-08, CT.L2-12, CT.L2-14, CT.L3A-01, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06, CPP.L2-08</p> <p>NGSS: 3-5-ETS1-2</p> <p>Mathematical Practices: 1, 2, 4, 5, 6, 7, 8</p> <p>CC Math Standards: 3.OA.3, 3.MD.C.6, 4.NBT.B.4, 4.MD.C.5, 4.MD.C.7, 4.G.A.1, 4.G.A.2, 5.NBT.B.5, 5.G.A.2</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>

## LESSON 13: SONGWRITING WITH PARAMETERS (UNPLUGGED)

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Locate repeating phrases inside song lyrics</li> <li>• Identify sections of a song to pull into a function (chorus)</li> <li>• Modify functions to accept parameters</li> <li>• Describe how functions and parameters can make programs easier to write</li> </ul>
<b>Themes</b>	Functions, Variables
<b>Practices</b>	Creativity, Collaboration, Communication, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1c, 2a, 2d, 4b, 4d</p> <p>CSTA: CL.L1:3-02, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12, CT.L2-14, CT.L3A-01, CT.L3A-03, CPP.L1:6-05</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 3, 6, 7, 8</p> <p>CC ELA: SL.3.1.D, SL.3.3, RI.3.1, L.3.6, L.4.6, L.5.6</p>

## LESSON 14: ARTIST - FUNCTIONS WITH PARAMETERS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Identify repeated movements and utilize functions to simplify a program</li> <li>• Break complex tasks into smaller repeatable sections</li> <li>• Combine simple shapes into complex designs with functions</li> <li>• Utilize parameters to make one function work for multiple purposes</li> </ul>
<b>Themes</b>	Functions, Variables, Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-08, CT.L2-12, CT.L2-14, CT.L3A-01, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06, CPP.L2-08</p> <p>NGSS: 3-5-ETS1-2</p> <p>Mathematical Practices: 1, 2, 4, 5, 6, 7, 8</p> <p>CC Math Standards: 3.OA.3, 3.MD.C.6, 4.NBT.B.4, 4.MD.A.3, 4.MD.C.5, 4.MD.C.7, 4.G.A.1, 4.G.A.2, 5.NBT.B.5, 5.G.A.2</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>

## LESSON 15: PLAY LAB - FUNCTIONS WITH PARAMETERS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Identify repeated movements and utilize functions to simplify a program</li> <li>• Utilize parameters to make one function work for multiple purposes</li> <li>• Adapt their understanding of functions to allow for the use of multiple parameters</li> </ul>
<b>Themes</b>	Functions, Variables, Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06, CPP.L2-08</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 4.NBT.B.4</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>



## LESSON 16: BEE - FUNCTIONS WITH PARAMETERS

<b>Objectives</b>	<ul style="list-style-type: none"><li>• Edit existing functions to make them work for specific tasks</li><li>• Combine similar functions into a single one by utilizing parameters</li></ul>
<b>Themes</b>	Functions, Variables, Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving
<b>Standards</b>	ISTE: 1a, 1c, 4b, 6a, 6c, 6d CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06 NGSS: 3-5-ETS1-2 CC Mathematical Practices: 1, 2, 4, 6, 7, 8 CC Math Standards: 4.OA.C.5 CC ELA: L.3.6, L.4.6, L.5.6

## LESSON 17: BINARY IMAGES (UNPLUGGED)

<b>Objectives</b>	<ul style="list-style-type: none"><li>• Identify methods for encoding images into binary</li><li>• Relate images to a peer using binary encoding</li><li>• Reproduce an image, based on binary code</li></ul>
<b>Themes</b>	Binary
<b>Practices</b>	Creativity, Collaboration, Communication, Persistence, Problem Solving

<b>Standards</b>	<p>ISTE: 1c, 2d, 4b, 4d, 6d</p> <p>CSTA: CL.L1:3-02, CT.L1:6-01, CL.L2-03, CT.L2-06, CT.L2-07, CT.L2-14, CT.L3A-05, CT.L3B-07, CT.L1:6-02</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 4.OA.C.5</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
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## LESSON 18: ARTIST - BINARY

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Match binary sequences to encoded images</li> <li>• Utilize loops and binary code to recreate provided images</li> <li>• Identify repeated sequences and break long codes up into smaller chunks that can be looped</li> <li>• Create pictures using unique combinations of on and off</li> </ul>
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<b>Themes</b>	Binary, Computing Practice, Programming
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<b>Practices</b>	Persistence, Problem Solving
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<b>Standards</b>	<p>ISTE: 1a, 1b, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CL.L1:3-02, CT.L1:3-01, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-07, CT.L2-12, CT.L2-14, CT.L3A-03, CT.L3B-07, CPP.L1:6-05, CPP.L1:6-06</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 4.OA.C.5</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>
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## LESSON 19: SUPER CHALLENGE - VARIABLES

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Create programs that utilize repetition to create gorgeous designs</li> <li>• Decompose large, difficult puzzles into manageable pieces</li> <li>• Use variables to capture patterns in complex tasks</li> </ul>
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<b>Themes</b>	Variables, Abstraction, Computing Practice, Programming
<b>Practices</b>	Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.MD.C.6, 4.NBT.B.4, 4.OA.C.5, 4.MD.C.5, 4.MD.C.7, 4.G.A.1</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>

## LESSON 20: SUPER CHALLENGE - FOR LOOPS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Predict the number of steps needed to increment in each for loop iteration</li> <li>• Determine how to use a for loop in a way that makes sense for each unique puzzle</li> <li>• Decompose large complex problems into smaller pieces</li> </ul>
<b>Themes</b>	Loops, For Loops, Abstraction, Computing Practice, Programming
<b>Practices</b>	Creativity, Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.MD.C.6, 4.NBT.B.4, 4.OA.C.5, 4.MD.C.5, 4.MD.C.7, 4.G.A.1</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>

## LESSON 21: SUPER CHALLENGE - FUNCTIONS WITH PARAMETERS

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Look for patterns where they can implement functions</li> <li>• Utilize parameters to make a single function work for multiple problems</li> </ul>
<b>Themes</b>	Functions, Variables, Abstraction, Computing Practice, Programming
<b>Practices</b>	Creativity, Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.MD.C.6, 4.NBT.B.4, 4.OA.C.5, 4.MD.C.5, 4.MD.C.7, 4.G.A.1</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>

## LESSON 22: EXTREME CHALLENGE - COMPREHENSIVE

<b>Objectives</b>	<ul style="list-style-type: none"> <li>• Choose from many techniques to find the one that best suits each problem</li> <li>• Think critically about what they need to accomplish, given the tools that they have</li> </ul>
<b>Themes</b>	Loops, For Loops, Functions, Variables, Computing Practice, Programming
<b>Practices</b>	Creativity, Persistence, Problem Solving
<b>Standards</b>	<p>ISTE: 1a, 1c, 4b, 6a, 6c, 6d</p> <p>CSTA: CT.L1:3-01, CL.L1:3-02, CT.L1:6-01, CT.L2-01, CT.L2-06, CT.L2-12, CT.L2-14, CT.L3A-03, CPP.L1:6-05, CPP.L1:6-06</p> <p>NGSS: 3-5-ETS1-2</p> <p>CC Mathematical Practices: 1, 2, 4, 6, 7, 8</p> <p>CC Math Standards: 3.MD.C.6, 4.NBT.B.4</p> <p>CC ELA: L.3.6, L.4.6, L.5.6</p>



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