

CURRICULUM RESOURCES

[Hour of Code](#)

[Code.org](#)

[Teachers Learning Code](#)

[Apple Swift Playgrounds](#)

[Microsoft TouchDevelop It](#)

[Google CS First](#)

[Scratch](#)

[ScratchJr \(iPad\)](#)

[Tynker](#)

[Blockly](#)

[Mozilla Thimble](#)

[Minecraft Education](#)

[Khan Academy](#)

[Build with Chrome](#)

[Kodable](#)

TOOLS

DIGITAL DESIGN

[Canva](#)

Graphic design (posters, ads, business cards, etc.)

[Pixlr](#)

Digital drawing (similar to Photoshop)

WEBMAKING

[Mozilla Thimble](#)

Build a website using HTML & CSS

[Mozilla X-Ray Goggles](#)

Intro to HTML by 'hacking' websites

[Love Bomb Builder](#)

Use HTML & CSS to design an invitation

[Erase All Kittens](#)

Digital game to practice HTML & CSS coding skills

VIDEO EDITING

[LEGO Movie Maker](#)

Stop motion animation app

[iMovie](#)

App for filming and editing video

GAME DESIGN & DEVELOPMENT

[Scratch](#)

Drag-and-drop coding to create games and animations

[Stencyl](#)

Video game development software (advanced)

[Woof.JS](#)

Scratch meets JavaScript

APP DEVELOPMENT

[App Inventor](#)

Drag-and-drop coding to create an app

CODING BASICS

[Google Made w/ Code](#)

Various coding-related digital projects

[Hour of Code](#)

Code.org curriculum for hour of code

[Code Academy](#)

Free, online courses to learn a variety of coding languages

GENERATIVE ART

[Processing](#)

Coding language that can be used to create interactive artwork

[Open Processing](#)

Web application for processing

DIGITAL AUDIO

[Beatlab](#)

Create simple audio mixes & sound effects

[Auxy](#)

Digital audio mixer (loops audio, visual UI)

3D MODELING

[Tinkercad](#)

Design tool for 3D print (more open-ended than Tinkerplay)

[SketchUp](#)

Architecture and interior design software

MISC

[Skype in the Classroom](#)

Virtual field trips, guest speakers, and #mysteryskype

