

- 1. Go to grasshopper.app in your browser.
- 2. Select "What is Coding" at the top of the screen to read about the site and see more about why learning to code is important.
- 3. Select "Sign In" in the right-hand corner, and use your Google account to sign in.
- 4. To begin the first course, select "Fundamentals."
  - a. Follow the prompts to begin learning how to code.
  - b. Try to code a flag!
- 5. Consider reviewing the names and descriptions of the other courses. Users such as your students—must progress through each module. They cannot skip ahead.



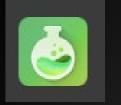
## **Chrome Music Lab**

- 1. Go to musiclab.chromeexperiments.com in your browser.
- 2. Select the "Melody Maker" icon from the options on the screen.
- 3. Using the grid, select notes from each column to hear each note.
- 4. Press the "Play" button at the bottom of the screen to play your "music."
  - a. To auto-select paired notes, select the button next to "Play."
  - b. To change the beat, adjust the slide bar.
- 5. For a challenge, use Melody Maker to create your own soundtrack for this task card!
- 6. Select the back button in the top left of the screen to go back to the home page.
  - a. "Kandinsky" lets you create music by drawing and animating shapes.
  - b. "Song Maker" lets you create music by selecting multiple notes on a grid.
  - c. "Rhythm" lets you explore percussion sounds to create mini-songs.



## **Google Science Journal**

- 1. Go to sciencejournal.withgoogle.com in your browser.
  - a. This app can be used on multiple devices, including cell phones and iPads.
- 2. On the homepage banner, select "Watch Video."
- 3. Exit out of the video. Then, go to the navigation bar at the top of the homepage and select "Experiments."
  - a. Browse this page to find an experiment you could do with your students.
- 4. Do you have Vernier sensors? Select "For Teachers" in the navigation bar.
  - a. Scroll to the middle of the page to learn how to connect the sensors with Google Science Journal.



## Chemix

- 1. Go to chemix.org in your browser.
- 2. Select "Sign in" in the upper right corner.
  - a. Choose from one of four different sign-in features.
  - b. While signing in is not necessary to use this application, it unlocks more features.
- 3. Using the apparatus icons on the left side of the screen, create an experiment setup that you would use in your classroom.
- 4. Select the "A" button at the top of the screen to label key parts of your experiment.
- 5. Use the "Download Image" option at the top of the screen to save it as a .jpg, .png, or .svg.
  - a. Try importing your image into a document.