



Grasshopper

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.