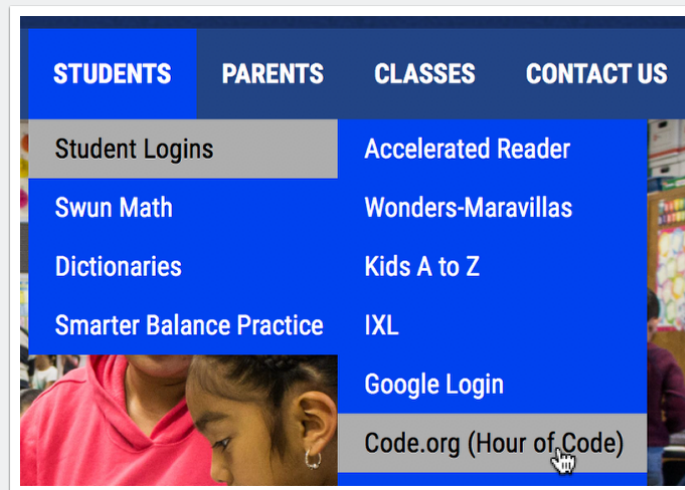


Hour of Code

Follow these steps to get set up for your Hour of Code!

Go to Website

Go to the login page for Hour of Code. The link under Staff and Students is the same link.



Hour of Code

Get Started

1. If you have an account, log in.
2. If you don't have an account, create one.
3. If your students need to log in, have them input their section code here.

Have an account already? Sign in

Email or Username

Password [Forgot your password?](#)

Remember me

Haven't joined yet?

Enter your 6 letter section code

OR

Create a new Section

1. Click on Create a new section to input your class.

Classroom Sections

[Add a new classroom section](#)

Create a new classroom section to start assigning courses and seeing your student progress.

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1. **Picture logins** - best for younger students. It will require them to choose their name from a list and then choose a secret picture associated with their account.
2. **Word logins** - best for older students who might find a secret picture to be too immature. They will choose their name from a list and then a pair of secret words associated with their account.

Choose how you want to add your students:

<p>1</p> <p>Picture logins Recommended for ages 4 - 8</p> <p>You will create accounts for your students. Students will log in with a secret picture.</p> <p>Use picture logins</p>	<p>2</p> <p>Word logins Recommended for ages 9 - 12</p> <p>You will create accounts for your students. Students will log in with a secret pair of words.</p> <p>Use word logins</p>
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Section Options

1. Choose your section name. For ease, it could be Teacher name followed by school year.
2. Select grade level of students.
3. **Course** - Choose a course to start with. Older students might choose a course of high interest. Younger students might begin with the very basic. *This can always be changed later.
4. **Enable Lesson Extras** - a nice thing to enable for students who might work quickly.

Hour of Code

5. **Enable Pair Programming** - if you think you might pair students up, enable. They will be asked if they are going to work with a partner. Working with a partner might be good for newcomers, non-readers, etc.

6. Click Save!

Section Name
Enter a name for your section that will help you remember which classroom it is for. Your students will also be able to see this name.

1 g., Intro to CS - Period 2

Grade

2

Course
Don't know which course to teach? Find a course from the courses page to assign a course to your section later.

3

Enable Lesson Extras (CS Fundamentals Only)
When Lesson Extras is on, students will end each lesson with some bonus challenges and creative projects rather than being automatically advanced to the next lesson. This feature gives students the opportunity to expand their knowledge and further practice, without getting ahead of their classmates. [Learn more about Lesson Extras.](#)

No 4

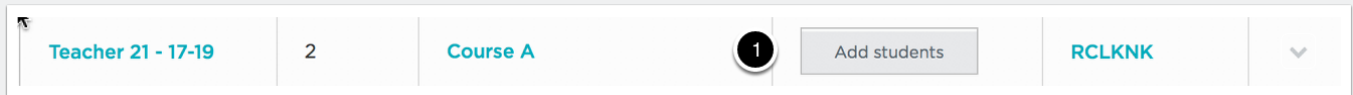
Enable Pair Programming
When pair programming is turned on, students can choose to work with a classmate at the same computer. Turn this setting on if you want students to be able to work together while sharing progress. [Learn more about pair programming.](#)

Yes 5

Cancel 6 Save

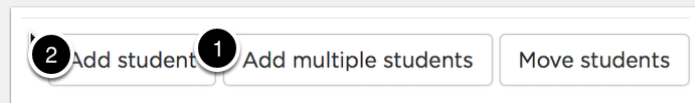
Add students

1. Click on Add student.



Import

1. Click on **Add multiple students**.
2. In the future, if a new students comes, click on **Add student** to add a single student.

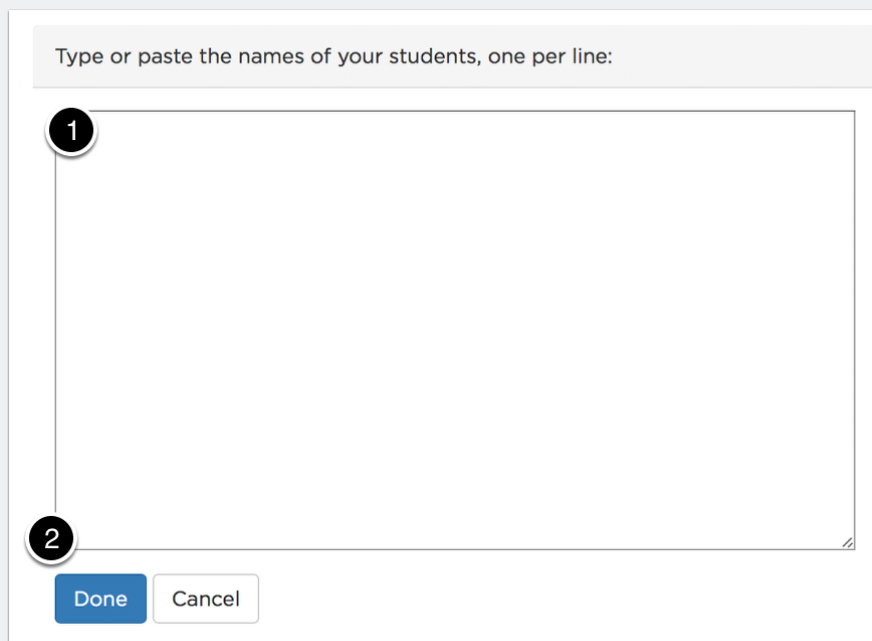


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Add students

1. Just as it says, type or paste students. You can copy and paste from a Microsoft Word table, or an Excel sheet. Any list you have of your students typed up will copy and paste nicely here.

2. Click **Done**.



The screenshot shows a rectangular form with a light gray header containing the text "Type or paste the names of your students, one per line:". Below the header is a large white text area. A circular callout with the number "1" is positioned at the top-left corner of the text area. A second circular callout with the number "2" is positioned at the bottom-left corner of the text area. At the bottom of the form, there are two buttons: a blue "Done" button and a white "Cancel" button with a gray border.

Print Login cards

1. Click on the arrow to see options for your sections.

2. Click on **Print Login Cards**

This will allow you to print cards for your students to login.

Hour of Code

Test		Minecraft: Hero's Journey	22	RYLMPD	1	▼
T3 - Bruins	2	Course A	22	XYXKJB		View Progress Manage Students
T4 - Leones	2	Course A	23	DSEOSA	2	Print Login Cards

Notice your section code

1. Your section code is what students will input first when they go the login page. Their login cards include this code.

Test		Minecraft: Hero's Journey	22	1	RYLMPD	▼
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