HOPSCOTCH

To get started, assign a game developer leader for your unit's development team that will use the login information and this guide on how to log in and use Hopscotch:

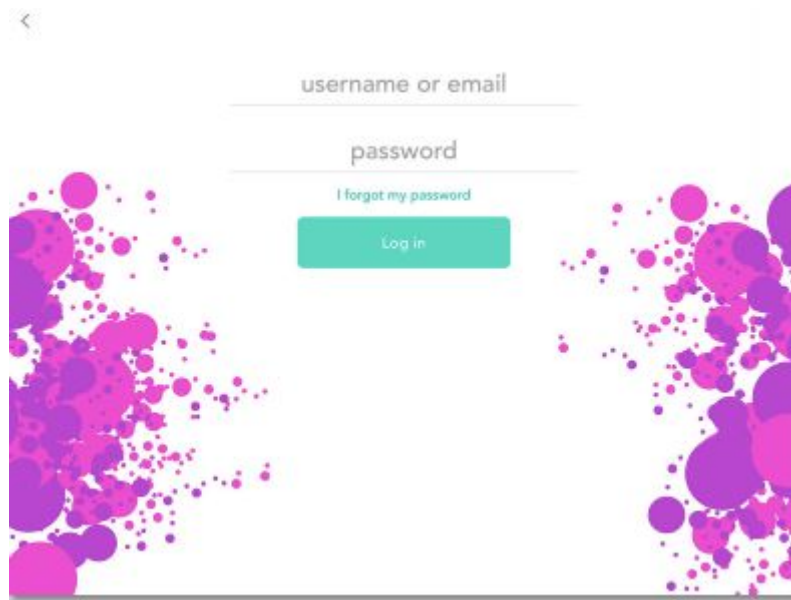https://drive.google.com/file/d/1wgORfIkVPVPuZOCJBKQ9tu6Mq3tY3X6J/view?usp=sharing

Scouts can use Hopscotch in-app tutorial videos that don't require guidance. Scouts can follow tutorial videos as a team and publish their team's ready projects that will appear in the "My Class" section in the app or in our Admin dashboard. Recommend the Scouts get together virtually or in person to conduct game development.

1. If you haven't yet, download the Hopscotch app either on iPad or iPhone here: https://apps.apple.com/us/app/hopscotch-coding-for-kids/id617098629?ign-mpt=uo%3D4
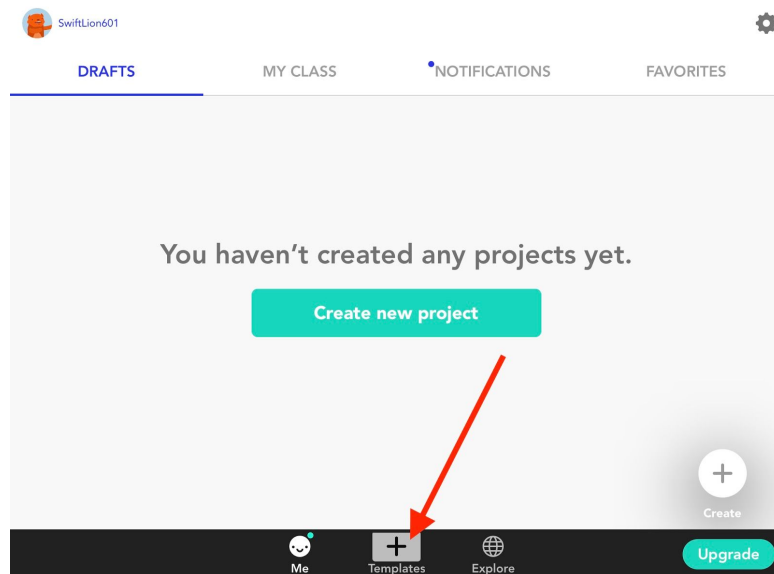
**2.** Open the Hopscotch app and choose "Log In":

**3.** Enter your assigned username and password.

4. Tap "Templates" to get to the collection of the tutorial videos:

5. Choose the first section called "A bite-sized intro to coding." It contains 3 simple introductory videos (5 min, 9 min and 8 min) that will help your Scouts get used to Hopscotch and build their first projects. Teachers have told us that these 3 tutorials make a great first class featuring Hopscotch.
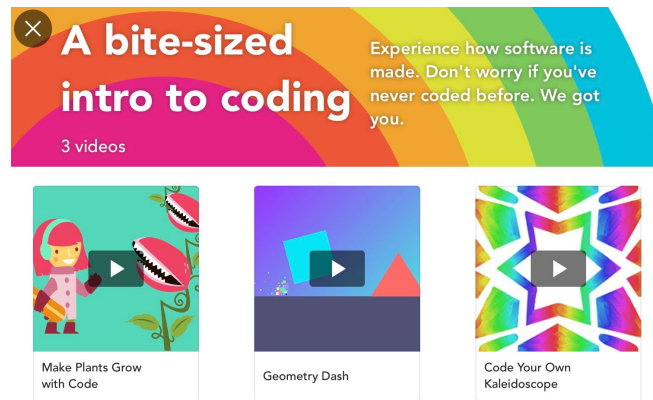
6. After you've finished "A bite-sized intro to coding" section proceed to the section called "How coding works."
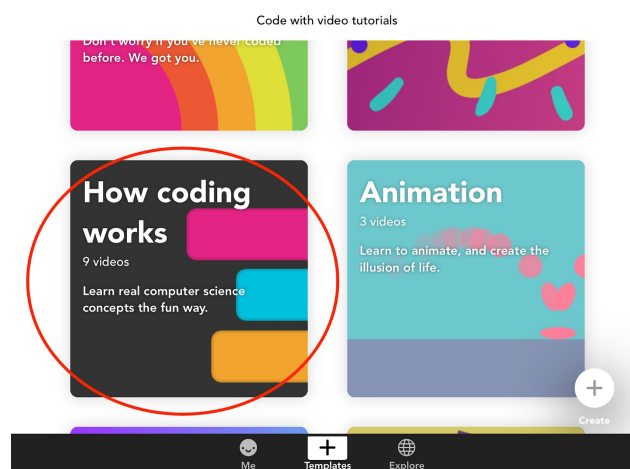
This section has 9 videos that teach Scouts the basics of coding:

1. Introduction to Sequencing
2. Creating Sequences
3. Flexible Sequencing
4. Events
5. Loops
6. If statements
7. Debugging
8. Algorithms
9. Variables

7. Have you finished the "How coding works" section? Congratulations! Now it is time to assemble your coding team for your Scouting Unit and develop the game you would like to publish to compete in the coding competition.

Hopscotch Resources

1. Download the app on iPads and iPhones:
    https://apps.apple.com/us/app/hopscotch-coding-for-kids/id617098629?ign-mpt=uo%3D4

2. How to Log in and use the Hopscotch app:
    https://drive.google.com/open?id=1wgORfIkVPVPuZOCJBKQ9tu6Mg3tY3X6J

3. Hopscotch Written Lesson Plans: Dropbox
    (https://www.dropbox.com/work/Hopscotch/curricula/Public%20linked%20for%20teachers%20%20-%20copies%20updated%20May%202018/Hopscotch%20Introductory%20%20Lesson%20Plans) or Google Drive
    (https://drive.google.com/drive/folders/0BwKFT8tX5oZVOFdYTnBSZGl6ZG8?_hsenc=p2ANqtz-8oxTk0wAmpB-u2ULr2mPTYIW6iYy47gjg7VYh-4dvqOmMnqi9wtPrqy9jj19VlKBp602NcGJ5z0eLxINgFS2R96UAbUg&_hsmi=64966114).

4. Hopscotch Written Lessons (for the "How coding works" section):
    https://drive.google.com/open?id=1Q3INOiuyMLaF6gQHJfTq_j1VnUbwcHNW

5. Web page with programming terminology and more info about Hopscotch coding blocks: https://hopscotch.helpscoutdocs.com/category/4-about-hopscotch

6. Debugging and help: classrooms@gethopscotch.com or the Hopscotch Forum:
    https://forum.gethopscotch.com/

7. Hopscotch FAQ: https://www.gethopscotch.com/faq

How to manage your students' work.

If you currently use the Hopscotch Standard Educator Pack please follow these steps:

1. Send students info about a project you want them to complete. It can be done through an email or any other communication system you currently use.

2. Ask a student to publish a project after they finished their work.

3. Go to your Hopscotch teacher account in the app and choose the "My Class" section. You will see students' published projects. You can play their projects or check code behind any project by pressing the "Edit" button when playing it.
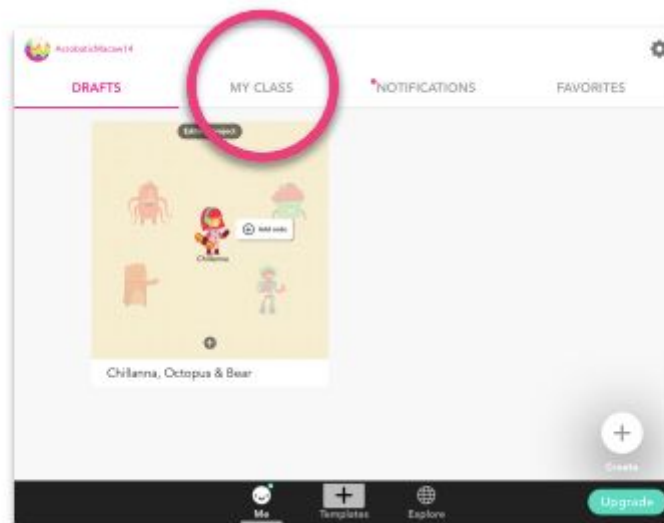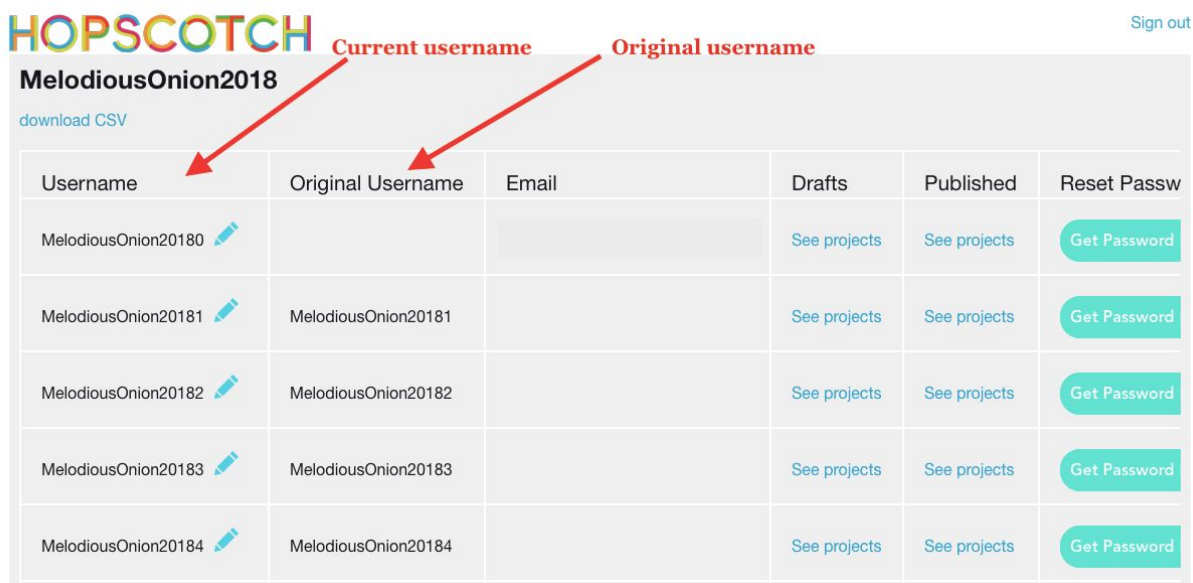
If you use the Hopscotch Premium Educator Pack, follow these steps:

1. Send your students info about a project you want them to complete. It can be done through an email or any other communication system you currently use.

2. Ask a student to publish a project after they finish their work.

3. Log into your admin dashboard here: https://community.gethopscotch.com/sign_in using your Hopscotch email and password.

4. The first column is the current username for each student. **This is the username they must enter when they log in.**

The second column is their original username. This is the username that the student was originally assigned when their account was generated.

5. To see students' projects, click "See projects."

Note: You can check these projects in your web browser. If you want to check actual code -- you'll need to go to the app and choose the section 'My Class.' When you find a project you want to check, press "Play" and then "Edit."

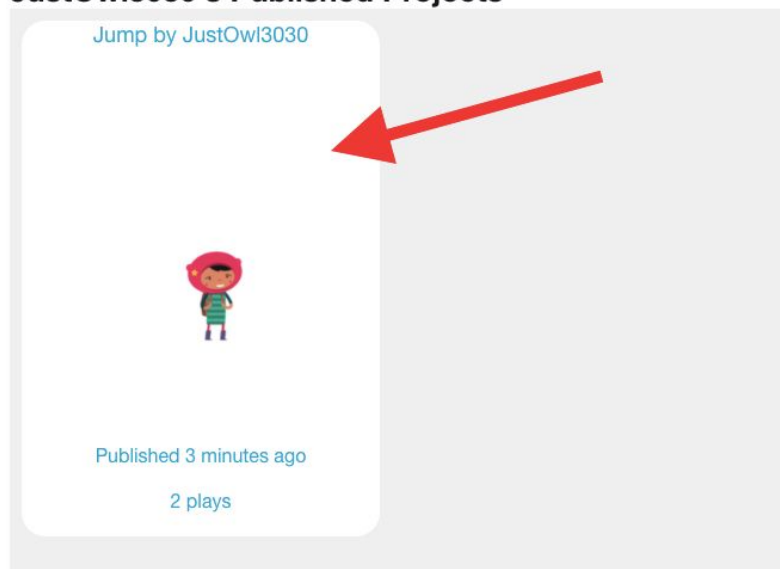This is where you can find drafts and published projects in your **Admin**:

6. You will get a list of their projects. Each white square represents a project. Click on a project to view it.

JustOwl3030's Published Projects

Jump by JustOwl3030

Published 3 minutes ago

2 plays

Moderation

Please note that the projects that have custom images will take time to appear as published in the 'My Class" section due to our moderation process.

Moderation takes up to 24 hours. If a project has any inappropriate content it will be removed.

While a project is on moderation you can check it in your Admin Dashboard.

7. You can also reset students' usernames and passwords in the admin dashboard.

When you click the "Get Password Reset Link" button, a link will appear. Open this link in a new tab, and enter a new password. This will now be a student's new password.

8. To change a username:

   1. Press a blue pencil in the first column.
   2. Type a username you want to use.
   3. Press Enter.

If you have any questions please reach out at
classrooms@gethopscotch.com