Coding Program Workshop

Create Tech Programming that Supports Digital Literacy

4-Week Online Course
February 28 - March 21, 2017
Coding Program Workshop

In this interactive workshop, you’ll learn how to launch a coding program in your library that will promote digital literacy and impact your community. Over four weeks, you’ll get an understanding of how to run computer programming courses that will introduce your patrons to new career paths and technologies. We’ll give you the tools you need to create library programs around coding languages (e.g. HTML, CSS, Python), career development software (e.g. Adobe Creative Suites, Wordpress), and early learning (e.g. Scratch and robotics) without having to know how to code.

We’ll explore all facets of building coding programming for your library such as making your case for funding, hosting Code Clubs and Hackathons, and curating free resources and technologies available online. The course will include interactive sessions with library and industry experts will help attendees map out a blueprint for developing a coding program that fits within a variety of budgets and crosses a spectrum of patrons ranging from children to adults.

Online Course Features:
- Instructor-led online courses feature personalized interaction over four weeks
- Real-time guest speakers and conversation via live webcast (with recordings available afterward)
- Weekly homework assignments to help you make progress on your goals
- Individualized attention from course facilitators who work with you in a coaching environment to help sort out challenges
- Ongoing group conversation via discussion forums
- Articles, videos and other resource

Participants will be exposed to:
- Case studies of tech programming that works
- Free tools your library can use
- Blueprints for leading coding programs and hackathons

By the end of this course, you will:
- Gain exposure to innovative tech resources
- Learn from program blueprints that you can emulate
- Create a fully developed and tested action plan for launching a tech-oriented program at your library within your budget, whether it’s $0 or much larger

Who should take this course?
Librarians, educators, and those developing tech-oriented programming for the community, from early learning professionals and media specialists, or those interested in facilitating tech activities will benefit from attending. Participants will walk away with tools to fuel programming and tech-oriented planning.

Now available! A separately bookable Week 1 primer.

Sign up for the Week 1 primer and get full access to the first session on February 28th from 1:00–3:00 PM ET. Attend the live session with Q&A and chat with peers and speakers. You’ll learn how to make the case for a coding program and receive expert advice on how to get a program off the ground in your library.
**Week 1 | Tuesday, February 28, 2017 | 1:00 pm ET**

**Orientation**
Course advisor Carmen Scheidel, CEO of Edmaker.co, will lead you on a guided tour of the online classroom, explain how the assignments and homework groups work, and take any of your questions to help get you set up for our live keynote session.

**Making the Case for a Coding Program and Getting Buy-In**
In this insightful opening session of Coding Program Workshop, Brook Osborne of Code.org will touch on the current state of coding education in the U.S. and what initiatives like the Computer Science for All might mean for schools and libraries. She’ll give you tips and resources to use when getting your library’s stakeholders on board to build out your program.

*Brook Osbourne, Program Manager, Code.org*

**Inspiration from the ideaLab**
Hear one educator’s journey getting his coding program off the ground. In this inspiring session, Nate Stone will share his process on growing the coding program at Denver Public Library. From offering computer basics courses in the library’s traditional computer lab, to expanding to Wordpress, HTML, CSS, and Javascript courses, and later to Python courses, Nate has experience using free online resources to develop an advanced coding program. He will discuss ideas for how you can build creative programming at your library, and how these programs serve the community and create meaningful connections with patrons.

*Nate Stone, Program Coordinator, ideaLab, Denver Public Library (CO)*

**Week 2 | Tuesday, March 7, 2017 | 1:00 pm ET**

**Break the Code: What Coding Program Does Your Community Need?**
In this session, you will learn how to assess what types of coding programming your community or school needs from your library. You will learn methods to survey and review your library patrons’ needs to determine demand and create a master plan for launching an engaging program.

*Ormilla Vengersammy, Department Head, Technology and Education Center & Melrose Center, Orange County Library Systems (CA)*

*Vanya Walker, Instructional Technology Specialist, Orange County Library System (CA)*
Create a Coding Program with Little or No Budget
There are many coding resources online, and sometimes choosing the right ones to use can be overwhelming and even daunting. In this session, you will get reviews of several of the best free online resources to get your coding program off the ground. From video tutorials to online classes, we will share accessible tools on the web that will advance your coding program’s content and range.

Dash, Front Row, and Circuits: General Assembly’s Pledge for STEM Education
General Assembly is working with government policymakers to create opportunities in tech, with an emphasis on STEM initiatives that support diversity and access to tech careers. In this session, you’ll learn the programs General Assembly offers and how you can apply them to your computer science programming.

Jessica Slocum, Instruction Manager, General Assembly

Week 3 | Tuesday, March 14, 2017 | 1:00 pm ET

Gaming Programs and Their Influence on Communities
In this session, you’ll learn from Colleen Macklin co-director of PETLab (Prototyping Education and Technology Lab), a lab focused on developing games for experimental learning and social engagement. She’ll explain why making games teaches systems thinking and empathy, and how games are a fun gateway to learning code. She’ll also show you how to make games with just a little coding experience.

Colleen Macklin, Associate Professor, Parsons The New School for Design and Co-Director and Founder of PETLab

Hands-on Coding with littleBits - Sponsored Session
littleBits — often described as electronic LEGO — makes it easy for students to create inventions and develop computational thinking skills. Design Lead, David Sharp, will talk about how littleBits can help students learn key coding skills while bringing the physical and digital worlds together.

David Sharp, Design Lead, littleBits

Code Clubs: Hybrid Learning Model for the 21st Century
Prenda.co has been implementing Code Clubs into libraries since 2013 with a hybrid learning model using online resources, in-person meetings, and gamification. Through Code Clubs, students learn how to write their own code, creating animations and video games. In this session, you will learn the ins and outs of Code Clubs and how to get one started at your own library.

Kelly Smith, Founder & CEO, Prenda.co

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**Host Hackathons, Hours of Code, and Coding Workshops**

Engage your community, nurture collaborative learning, and empower patrons with tech gatherings. Through coding events, including hackathons, Hour of Code events, and Coding Workshops, your library will create opportunities to code in a fun, exciting environment that entice new and existing library members. In this session, you will get the big picture of one-off events, learn best practices, and discover the power of these collaborative gatherings on your community.

**Rebecca Crago**, Technology Supervisor, Westbank Community Library (TX), Logistics/Event Manager for ChickTech Austin

**Importance of Coding Programs for Teens**

As a teen services librarian, Matt Lorenzo develops creative programming to keep his teenaged patrons engaged and learning new things. With his program CUHacks, an overnight hackathon for teenagers aged 14–19, teens put their engineering, robotic, and computer programming skills to use. In this session, you’ll learn how to run a hackathon in a library and how impactful that can be on a community.

**Matt Lorenzo**, Teen Services Librarian, Cupertino Library (CA)
Registration

For payment by check or credit card, please complete the form below.
To register online, please visit learn.libraryjournal.com/CodeYourLibrary

Maker Workshop
January 31 – February 21, 2017

Attendee(s): (write clearly)

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First Name                     Last Name                     Title
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