

Week\_24\_coding

## Trinity - Coding4Kids 03/18/2024

New Wifi: OAKWOOD  
Password: 8139692303

**Touch Typing** - is a style of typing without looking at the keys as you type. Although the phrase refers - typing without using the sense of sight to find the keys. A **touch typist will know the location of the keys on the keyboard through muscle memory.**

Our number one rule is  
"Don't Look at the Keyboard"

Learn the finger for each key and memorize the location, the practice typing each key while NOT looking at the keyboard.





From this image: what keys does the left hand middle finger hit?

What keys does the right hand (4th) finger hit?

What keys does the left hand (2nd) finger hit?

What keys does the right hand (2nd) finger hit?

Which finger hits the most number of keys?

Touch Typing Question:

Which finger do you use for the [Space Bar] ?

Which finger do you use for the [A] Key?

Which finger do you use for the [ J ] Key?

Which finger do you use for the [ D ] Key?

Which finger do you use for the [ L ] Key?

Which finger do you use for the [ "enter" ] Key?



Overview

Students

Instructors

Results

## Week\_24\_\_Beginner\_Typing\_Test




Students will practice the Home Row Keys and more

Test active

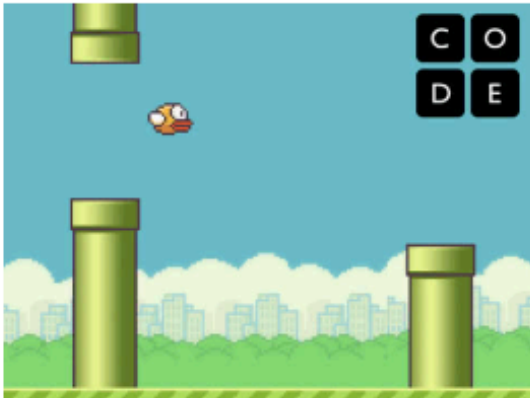
Mar 4, 2024 - Mar 29, 2024

In Today's Coding segment  
We will learn about coding  
Through the Flappy Bird coding exercise:



The screenshot shows a coding interface for a Flappy Bird game. At the top, there's a teal header with 'Flappy Code' and a progress indicator showing 2 out of 10 steps completed, followed by 'I finished!'. Below the header, there's an 'Instructions' section with a speech bubble containing the text: 'Now we've added some ground. Attach a block to the "when hit the ground" block. Your code needs to 'END GAME' when Flappy crashes.' The main workspace is divided into two sections. On the left, there's a preview window showing the Flappy Bird game with a 'Click Run to Start the Game' button and a 'Run' button. On the right, there's a workspace with several code blocks: a 'when click' block with a 'flap' block attached, a 'when hit the ground' block with an 'end game' block attached, and a 'play wing sound' block.

Go to <https://hourofcode.com/flap>



## Make a Flappy game

Code.org

Grades 2+ | Blocks

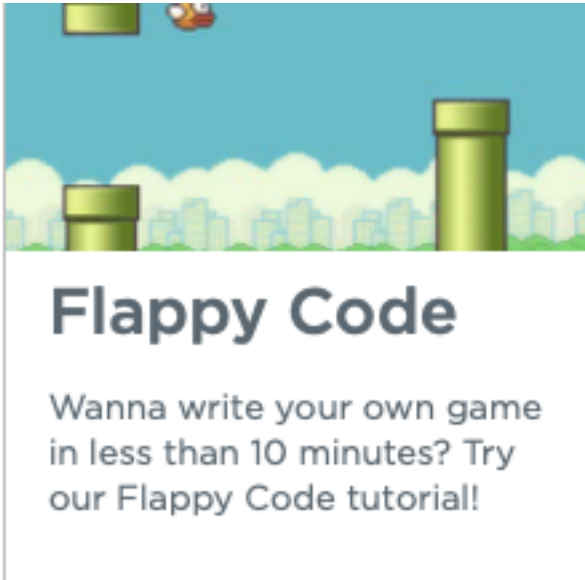
Use drag-and-drop programming to make your own Flappy Bird game, and customize it to look different (Flappy Shark, Flappy Santa, whatever). Add the game to your phone in one click.

Start

More resources	<a href="#">🔗 Teacher notes</a>
Short link	<a href="https://hourofcode.com/flap">https://hourofcode.com/flap</a>
Student experience	Beginner
Classroom technology	All modern browsers, Android, iOS
Topics	Computer Science only
Activity type	Self-led tutorial
Length	One hour, One hour with follow-on

Then click on:





We will learning coding techniques:

The screenshot shows the Flappy Code tutorial interface. At the top, there's a teal header with the text "Flappy Code" and a progress indicator showing 8 out of 10 steps completed, with "I finished!" on the right. Below the header, there's a "Instructions" section with a speech bubble containing the text: "You can set visuals anytime, not just when the game starts. Try setting a R scene when other events happen, for example, when passing an obstacle." The main workspace is divided into two columns. The left column contains a list of coding blocks: "flap a normal amount", "end game", "score a point", "play wing sound", "set speed normal", "set scene City (day)", and "set player Yellow Bird". The right column contains event-driven blocks: "when run" (with "set speed normal" below it), "when hit the ground" (with "end game" below it), "when click" (with "flap a normal amount" below it), "when hit an obstacle" (with "end game" below it), and "when pass obstacle" (with "score a point" below it). On the left side of the workspace, there's a preview window showing a Flappy Bird game with the text "Click Run To Start the Game" and a "Run" button. At the bottom left, there's a language selector set to "English" and a copyright icon.