Grade 7 Innovative Tech

Code Unit: Coding is basic literacy in the digital age so it's important for students to understand this type of technology. In Innovative Technology, students used Scratch to make animations, interactive stories, and build games while learning the basics of coding and programming.

Student Presenters:
Shane Kogut- Basketball Dribbler
Ber Cernak and **Will Kampfmann**- Fish Chomp Survival
Kellen Brink- Clicker Cookie and Cookie Clicker V2

Teacher:
Mrs. Ryan- GMMS Library Media Specialist

The benefits of teaching students to code.

You create engaged and curious learners that become creators and producers. Teaching students how to code helps prepare them to be employed in our digital world and become informed citizens and inventors.

Coding is aligned with all the ISTE standards:

- Empowered learner
- Digital citizen
- Knowledge constructor
- Innovative designer
- Computational thinker
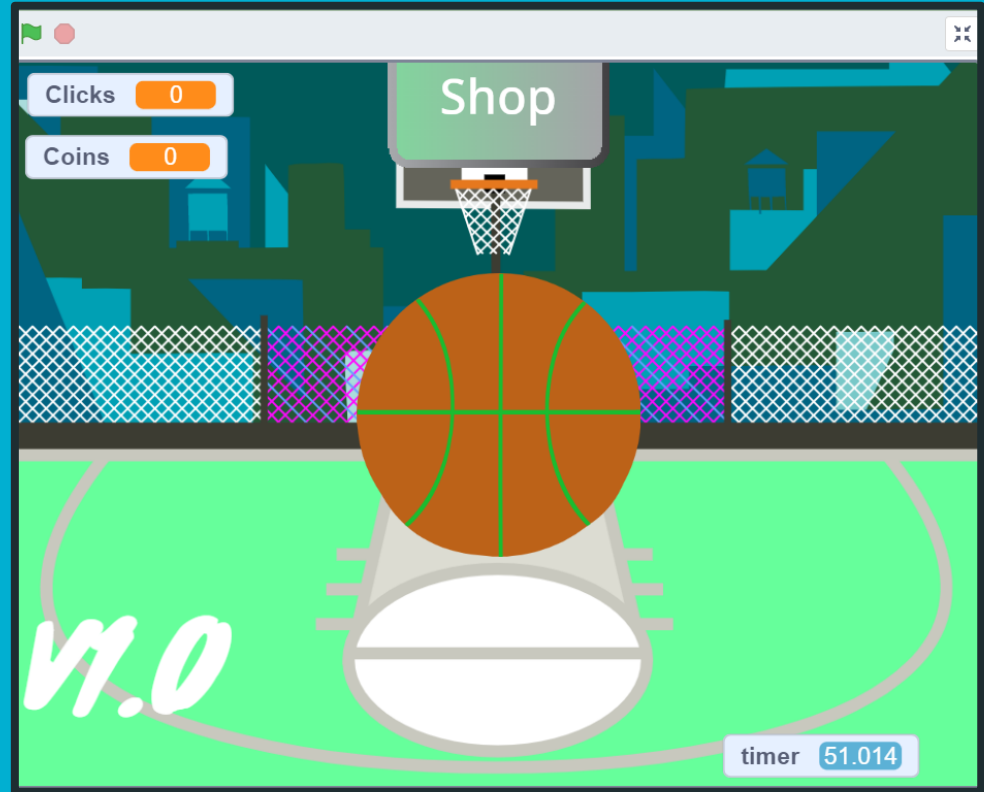- Creative communicator
- Global collaborator

Mrs. Ryan- Cat Click Game (used as example during lesson)

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Simple Click Game
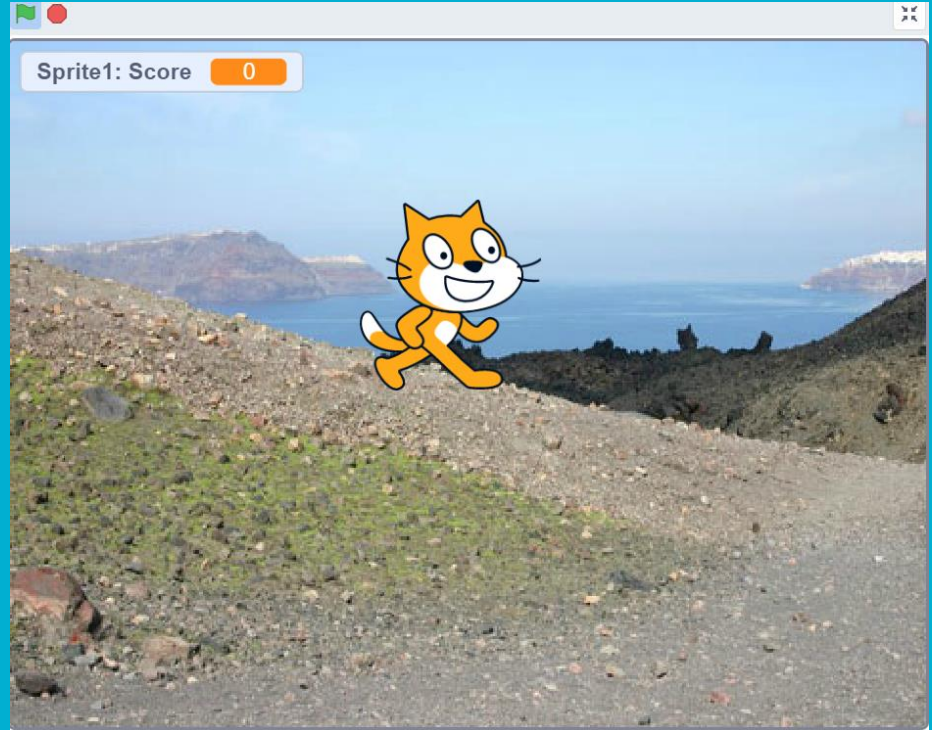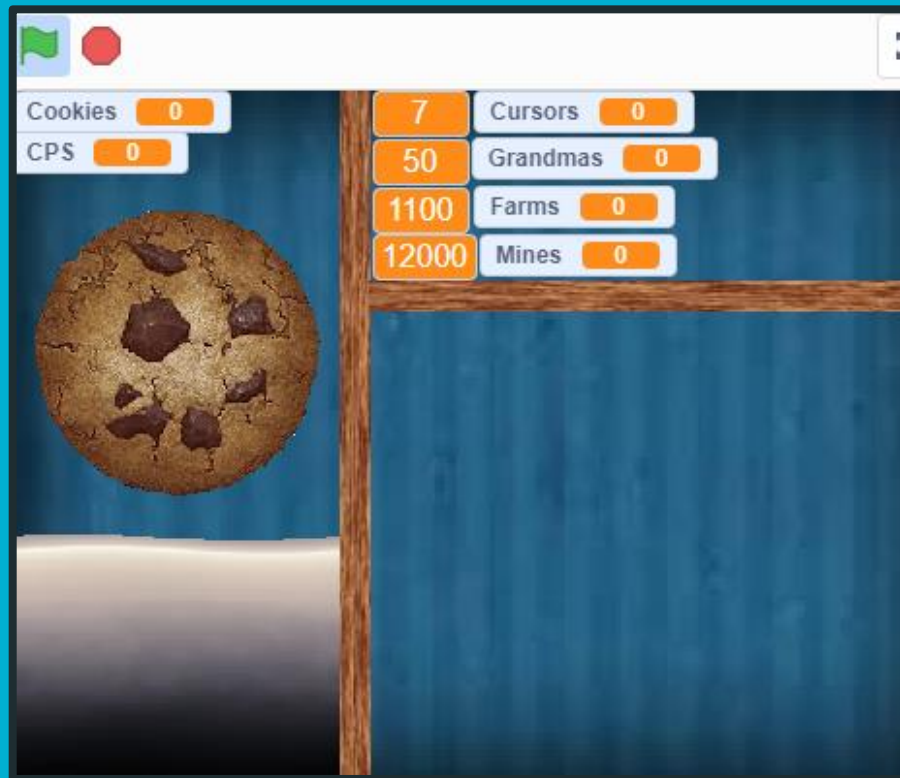
Shane Kogut- Basketball Dribbler

[Basketball Dribbler](#)

Ben Cernak and Will Kampfmann- Fish Chomp Survival

Fish Chomp Survival

Kellen Brink- Clicker Cookie

Clicker Cookie

Kellen Brink- Cookie Clicker V2

Cookie Clicker V2