



Four Corners Regional Education Cooperative #1

Aztec Municipal Schools – Bloomfield Public Schools—Central Consolidated Schools—Farmington Municipal Schools—Gallup-McKinley County Schools—Zuni Public Schools—San Juan College

CS4MS Training Session 1 Agenda: January 9, 2021 – 9:00 a.m. to 3:00 p.m.

1. Welcomes

2. Discussion on signing up students

(how many, what's working or not)

3. Activity Logs

1. Demonstration on using the Activity Log
2. Have each school team set up their logs and enter current students
3. Renaming logs and uploading to shared folder

4. Building your class in CSFirst, setting up activities

Demonstration:

1. go to <http://g.co/csfirst>
2. sign in as a teacher
3. click on **My Classes**
4. click on + **Create class**
5. Enter a class name in popup, choose color, click Create Class – one per school
6. make note of the class code
7. add co-teacher if needed: from class, choose people

BREAKOUT ROOMS: give teachers time to do this (may need to determine who is lead teacher first, then to add co-teachers)

8. Click + **Add activities** (goes to Curriculum page)

BREAKOUT ROOMS: take some time to identify and add 4–5 lessons

5. Adding students

Demonstration, then implementation

1. Where to find the class code and instructions for adding students
note: Students should sign in to scratch using their CSFirst / Google username & password
2. Log out, then log in as student using class code
3. Set up accounts for current students from <https://g.co/csfirst> (sign out of each one before setting up another)
4. Log in as teacher and see the roster

BREAKOUT ROOMS: Sponsors add students by school



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6. Trying out Scratch

1. Log in to Scratch, make an account if necessary
2. Share your username (make a list of all usernames, drop in shared folder)
3. Back to CSFirst
4. Select an assignment added to class and work through it – try all the add ons
5. Share screens if stuck.
6. After an hour, everyone shares what they are working on, what’s happening, what snags are, etc. Then continue.

7. Scratch wrap-up

1. Share your project, discuss your code / how it’s built
2. Make recommendations to others’ projects

8. Getting clubs started next week

9. Conducting the club online (We’ll discuss this more next week.)

10. Final comments and close