

COMMISSIONER'S DIGITAL CHALLENGE

MINI GUIDE TO RUNNING ONE OR ALL THREE DIGITAL CHALLENGES AT YOUR LIBRARY



Sarah Roberts, Library Officer at Onkaparinga Libraries Digital Literacy
has kindly prepared this guide for other Libraries.

WHEN TO RUN A PROGRAM

The Challenge commences on the first day of Term 1 and closes on the last day of Term 3 each year. All Library run programs need to take place within this timeframe.

WHAT TO COVER IN THE PROGRAM

Each lesson is designed to take no longer than an hour from start to finish, but this timing is a guide only and will depend upon the skill levels of the children in your

sessions. There are hundreds of lessons to choose from. Activities can be selected from my recommendations below, or from the **Beginner's Guide** or the full range of **Challenge Activities** on offer via the dedicated CDC website:

<https://commissionersdigitalchallenge.net.au>

WHAT EQUIPMENT IS NEEDED?

All you require is a laptop or PC with an Internet connection and you're good to go! No need to print instruction booklets. The Hour of Code projects listed below have step-by-step instructions on the screen and provide feedback and tips as the child goes through each step.

OFFERING ENCOURAGEMENT

Assigning a library staff member to walk around offering positive encouragement and helping with any technical issues is recommended. It's also possible for staff to learn alongside the children who undertake the Challenge, and troubleshooting together is what makes it so fun! Encourage children who are succeeding to help their peers too. This reinforces their coding skills and is a great self-esteem builder.

REGISTER FOR CERTIFICATES OF ACHIEVEMENT

Register your library [here](#) to ensure your library is sent the **Certificate of Achievement** template that you issue to each child who completes the Challenge.

SUBMITTING THE OUTSIDE SCHOOL COMPLETION FORM

After completing the challenge, support each child to complete their online [Outside School Completion Form](#) so they can receive a personalised Certificate of Achievement from the Commissioner.

MY RECOMMENDED ACTIVITIES

Below are just a few of the step-by-step lessons I have found to be enjoyable and rewarding for those new to coding and which will set them up nicely for further coding experiences:



DISNEY® INFINITY PLAY LAB

Try this character-themed activity from Code.org's Hour of Code.



CODE A GALAXY

Build something new with Code.org's Star Wars® Hour of Code activity.



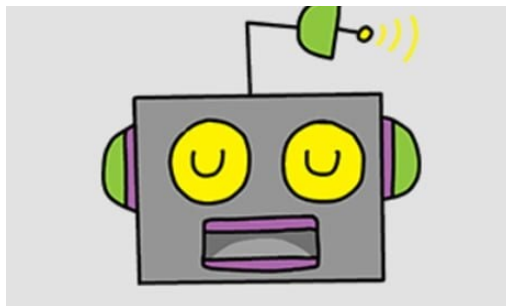
WAYFINDING WITH MOANA®

This Code.org Hour of Code activity teaches block-based coding.



CODING WITH MINECRAFT®

Another Code.org Hour of Code activity that works as a great starting point for getting used to the drag and drop style.



SCRATCH PROJECTS

Code Club™ offer a range of step-by-step Scratch projects here.

PROMOTE THE CHALLENGE

Children can complete the Challenge by themselves, or with family members at any library that provides free Wi-Fi and Internet/computer access. Let visitors to your library know about the Challenge using the free promo materials. You'll receive a link to these when you register your library.

All the best!