



Level Up Village

GLOBAL PROGRAMMING: ANIMATORS

Scratch + Coding + Global Citizenship

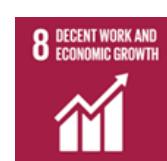
Grade K-2 (5-8 year olds)



Introductory coding with a global twist! Students learn how to make animations and digital art using Scratch Programming Language from MIT and share their creations with their partner students all while learning sequencing skills and expressing themselves digitally.



SUSTAINABLE DEVELOPMENT GOALS



HOW IT WORKS

Level Up Village delivers global partnerships and project-based learning to students around the world via an easy-to-use global communication platform which facilitates asynchronous and live video exchanges as well as project collaboration.



21st Century STEAM Content

Students learn about cutting-edge, modern, 21st Century Science, Technology, Engineering, Arts and Math (STEAM) concepts with topics like 3D Printing, Programming, Web Design and Language Arts, via hands-on, practical experiments which inspire curiosity and encourage skills like creativity and problem solving.

Valuable Global Partners

Students are paired with global partners via our global communication platform. LUV provides a safe learning environment where each student builds their own profile, exchanges fun facts about themselves, and connects via guided video exchanges with a global partner and live chat. Students from around the world share info using the LUV platform on a camera-equipped desktop computer or mobile device, like a smartphone or tablet.

Teacher Training and Materials

LUV provides all the necessary teacher training and classroom resources to run a LUV program successfully. Through our teacher training program, every teacher becomes a Certified Global Educator, learning how to use our materials, the required software and how to reach out to LUV for support at anytime. We also provide all the teaching materials with access to online, digital copies of our curriculum, workbook and any other documentation as needed.

STANDARDS ALIGNMENT OVERVIEW

Just like other LUV courses, Global Programming: Animators aligns with and meets several national and international standards.

Common Core Standards:

Speaking and Listening

- Participate in collaborative conversations with diverse partners about grade level topics and texts with peers and adults in small and larger groups.
- Ask and answer questions in order to seek help, get information or clarify something that is not understood.
- Describe familiar people, places, things and events and, with prompting and support provide additional detail.
- Speak audibly and express thoughts, feelings and ideas clearly.
- Produce complete sentences when appropriate to task and situation.

Next Generation Science Standards:

Interdependent Relationships in Ecosystems

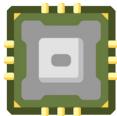
- Use a model to represent the relationship between the needs of different plants or animals (including humans)
- Communicate solutions that will reduce the impact of humans on the land, water, air and/or living things in the local environment.

For more information on alignment of LUV courses with Common Core, ISTE, Next Generation Science Standards and UN SDGs, please visit our website.

COURSE CONTENT

Weeks 1-3 STEAM Foundation Each topic lesson will take 1-3 hours	Week 1- How do I use Scratch to create games and animation? Week 2- How can renewable energy sources power our lives? Week 3- Students will learn about life below water and understand why plastic is a global problem.
Week 4 LUV Profile 1-2 hours	Students explore their own cultures and identity. Complete the class profile on the LUV Student Portal.
Week 5 Video 1 and Global Awareness 1-2 hours	Record Course Video One in response to your partner's profile. Students learn about empathy through understanding the importance of names.
Week 6 Video 2 and Content Collaboration 1-2 hours	View your partner's Course Video One and design a digital postcard using Scratch to encourage others to protect the world's oceans and record a video letter to your partner.
Week 7 Video 3 and Content Collaboration 1-2 hours	View your partner's Course Video Two and remix your partner's digital postcard using Scratch and record a video letter to your partner.
Week 8 Live Video Chat 1 hour	View your partner's Course Video Three and meet your partner through a live video chat!
Post-Course Finish Content	Continue learning about course topics.

TECH REQUIREMENTS



HARDWARE

- >> Windows PC with 8 GB or more RAM and an i5 or better CPU, Webcam
- >> Windows Surface 2 or Chromebook
- >> iMac or Macbook
- >> iPad Air, iPhone 6 or better
- >> Android Tablet or Phone

BROWSERS

- >> Teacher Portal: Chrome v51.x or Firefox v52 or better with Flash enabled
- >> Student Portal: Chrome v51.x, Firefox v52.x, Opera v39.x, IE v10.x, Microsoft Edge v13, Safari v10.x or better.

Note: We only test these browsers but others may also work.

INTERNET

ISP / INTERNET ACCESS

Fiber, Cable, DSL or 4G/LTE Connection with 2Mbps download and 1Mbps

WIFI ACCESS

802.11G or better in the classroom connecting directly to the ISP.



PIONEERING GLOBAL STEAM

Level Up Village's mission is to globalize the classroom and facilitate seamless collaboration between students from around the world via pioneering Global STEAM (STEM + Arts) enrichment courses. Using our Global Communication Platform, students get to know partner students in other countries by exchanging video messages about their lives and their STEAM projects. Through this process, they not only learn 21st Century skills, but also develop empathy and global competency.

Level Up Village is the first organization to receive the ISTE Seal of Alignment at the Proficiency Level for the 2016 ISTE Standards for Students. LUV's pioneering global STEAM courses also align with NGSS and Common Core standards and UN Sustainable Development Goals.

AS SEEN IN:



FOR MORE INFORMATION

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