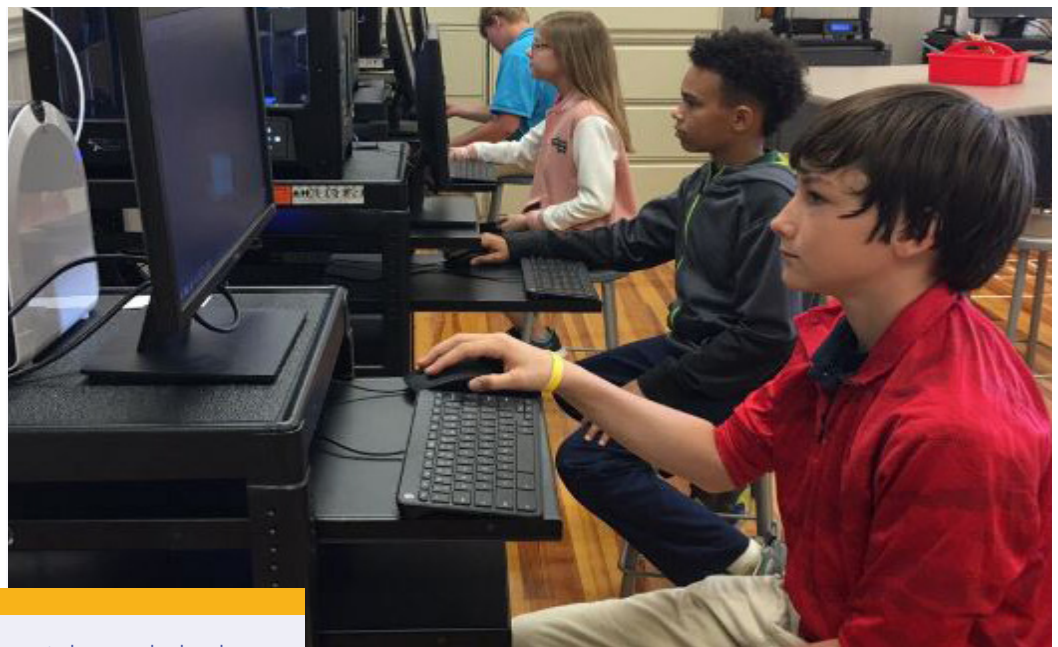# Level Up Village

GLOBAL PROGRAMMING: CREATORS

Scratch + Coding + Global Citizenship

Grades 3 - 5 (9–11 year olds)

This is coding with a global twist! Students use MIT's Scratch to make animations, digital art and games and share their creations with their partner students all while learning sequencing skills and expressing themselves digitally!

ISTE
Proficiency
Seal of Alignment
Standards•S
Mar. 2017-19

SUSTAINABLE DEVELOPMENT GOALS

7 AFFORDABLE AND CLEAN ENERGY

9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

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: Creators aligns with and meets several national and international standards.

Common Core Standards:

Speaking and Listening

- Engage effectively in a range of collaborative discussions with diverse partners, building on others' ideas and expressing their own clearly.
- Ask and answer questions about information from a speaker, offering appropriate elaboration and detail.
- Speak in complete sentences when appropriate to task and situation in order to provide requested detail or clarification.
- Report on a topic or text, tell a story, or recount an experience in an organized manner.
- Report on a topic or text or present an opinion, sequencing ideas logically and using appropriate facts and relevant, descriptive details to support main ideas or themes; speak clearly at an understandable pace.
- Adapt speech to a variety of contexts and tasks, using formal English when appropriate to task and situation.

- ### Next Generation Science Standards:

Grade 3- Forces and Interactions

- Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.
- The patterns of an object's motion in various situations can be observed and measured; when that past motion exhibits a regular pattern, future motion can be predicted from it.

Grade 4- Energy

- Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.
- Ask questions and predict outcomes about the changes in energy that occur when objects collide.
- Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.
- Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.

Grade 5- Earth's Systems

- Obtain and combine information about ways individual communities use science ideas to protect the Earth's resources and environment.
- Human activities in agriculture, industry, and everyday life have had major effects on the land, vegetation, streams, ocean, air, and even outer space. But individuals and communities are doing things to help protect Earth's resources and environments.

Grade 5- Graph Points on the Coordinate Plane

- Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates
- Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation.

COURSE CONTENT

Weeks 1-3 STEAM Foundation Each topic lesson will take 1-2 hours	Week 1- Students will learn the basic functions of the MIT Scratch program. Week 2- Students will continue to learn the basics of the MIT Scratch Program. Week 3- How can I use what I learned to design a race car game that runs on renewable energy?
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 add race car game to the Scratch class shared studio 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, remix your partner's race car game 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! Play remixed game together!
Post-Course Finish Content	Continue learning about course topics.

TECH REQUIREMENTS
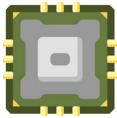
HARDWARE

>> 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:

LUV
Level Up Village

FOR MORE INFORMATION

FIND US AT
www.levelupvillage.com

FOLLOW US
facebook.com/levelupvillage
Twitter @levelupvillage
Instagram @levelupvillage

1 PARK AVE,
OLD GREENWICH, CT
06870