Level Up Village

GLOBAL PROGRAMMING: DESIGNERS

Scratch + Coding + Global Citizenship

Grade 6-9 (12-15 year olds)

Take coding skills one step further by teaching students to code games, create animations and remix what others have done. Collaborating with their global partner student through a series of video exchanges, they use the engineering design process to solve a design challenge: to design a global theme park game that incorporates elements of each culture!

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

Common Core Standards:

Speaking and Listening

• Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 6, 7, and 8 topics, texts, and issues, building on others' ideas and expressing their own clearly.

• Interpret information presented in diverse media and formats and explain how it contributes to a topic, text, or issue under study.

• Present claims and findings, sequencing ideas logically and using pertinent descriptions, facts, and details to accentuate main ideas or themes; use appropriate eye contact, adequate volume, and clear pronunciation.

• Adapt speech to a variety of contexts and tasks, demonstrating command of formal English when indicated or appropriate.

Next Generation Science Standards:

Engineering Design

• Defining and Delimiting Engineering Problems
• Developing possible solutions
• Optimizing the design solution

Science and Engineering Practices

• Asking questions and defining problems
• Developing and using models
• Analyzing and interpreting data
• Engaging in argument from Evidence

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

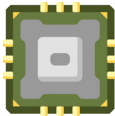|	
Weeks 1-3 STEAM Foundation Each topic lesson will take 1-2 hours	Week 1- MIT Scratch Functions: How do I use Scratch to create games and animation? Week 2- Evaluate Games: What are the components of a game? Week 3- Theme Park Projects:How can I use design thinking to complete a challenge?
Week 4 LUV 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. Students will complete their theme park designs and share them with their partners via recorded video letter.
Week 7 Video 3 and Content Collaboration 1-2 hours	View your partner's Course Video Two. Students will complete theme park designs and remix a game from their partner 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! Present design process to partner and play each others games!
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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1 PARK AVE,
OLD GREENWICH, CT
06870