



EDITH A. BOGERT SCHOOL
391 West Saddle River Road
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Dear Parents,

The [2018 Hour of Code](#) will begin during the week of December 3. As we have done over the past three years, Bogert will be participating in this global event. With the assistance of Ms. Spirko, every classroom teacher will make a point to do a specific Hour of Code lesson over the next few weeks. These lessons range from coding a character in Minecraft to move through a course, to programming and playing a video game. Your child may like to continue their coding practice at home. Below are links to some of what the teachers will be using in their classrooms.

3rd Grade

[Minecraft: Hero's Journey](#)

Objective: Guide the Minecraft Heroes through obstacle courses using blockly coding. Advanced coders have the option to complete bonus objectives by utilizing more lines of code.

4th Grade

[Code Combat](#)

Objective: Level up your character and maneuver through creative dungeons using coding. Coders may enjoy the role playing video game elements and the ability for their characters to grow in strength as the users grow in coding knowledge.

5th Grade

[Code Monkey Game Builder](#)

Objective: Follow the steps to create and play your very own video game. Coders will learn about concepts that go into creating basic games and will learn while creating and playing.

Please note that not all teachers will be using these specific lessons. While these are examples of some lessons, teachers will be exploring different options to utilize. Additionally, there are a wealth of free [resources on the Hour of Code website](#).

Thank you and Happy Coding!

Mike Padilla

Assistant Director of Technology Media Services