### Programming for the Little Ones Course

## Instructions Running Piktomir

 Follow the link <u>https://piktomir.ru</u>
 Turn on Translation to English in your browser and click **run**:

Vethodology Demis Download



PictoMir

Younger brother of an idol

A freely distributed software system for learning the basics of programming by preschoolers and younger students. PictoMir allows the child to "assemble" a simple program that controls a virtual robot performer from pictograms on the computer screen. PictoMir is primarily aimed at

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preschoolers who don't yet know how to write, or at elementary school students who don't really like to write.

### 3. Wait for the Pictomir screen to load. Everything is ready to work!





## Instructions CodeMonkey

Website Sign Up

 Visit CodeMonkey site <u>https://www.codemonkey.com/</u>. Click **KIDS SING UP**:



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2. Choose **NO** to answer the question "Do you have a classroom code?"



A classroom code is a code given to you by your teacher for creating your user.





# 3. Choose **HOME** to answer the question "Where will you be playing?"





4. Specify the age of **MORE** than 18 years (to avoid a lengthy procedure for confirming the parent account):

#### STUDENT SIGNUP



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5. Register via Google account or via email. When registering via email, enter it in the first column, enter the child's name below and come up with a password. Then click **SIGN UP**:

Enter account details	Or sign up with: In the future, continue to log in using the same service
Email Display name	G Google Clever
To protect your privacy, do not use your fo Password	ull name 🚺 Office 365 🐼 ClassLink
Re-enter password	

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6. That's it, you're on the CodeyMonkey home page!



#### \* The trial period is 14 days.



### Instructions Code.org Website Sign Up

1. Follow site link: https://studio.code.org/users/sign\_in?lang=en-US You will see this webpage:

	Learn	Teach	Projects	Stats	Help Us	Incubator	About						
			Н	ave a	n acco	ount alr	eady?	Sign in					
			En us	nail or ername						Ente	er your 6	etter section code	
	Password							Sec	ction Code	e (ABCDEF)	Go		
			For	<u>got your pas</u>	sword?		OR		G	Continue with Google			
							Sign in					Continue with Microsoft	
						Crea	te an acco	ount			f	Continue with Facebook	
									J				

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- 2. Sign up via Google account or via email.
  - If the child has a Google account, select "Continue with Google" and they log in to their Google account:

Email or username	ail or ername		Enter your 6 letter section code Section Code (ABCDEF)		
Password	Forgot your password?	OR	G	G Continue with Google	
	Sign in			Continue with Microsoft	
	Create an account		f	Continue with Facebook	



## • If there is no Google account, click "Create an account":

Email or username			Enter your 6	Go	
Password	Forgot your password?	OR	G	Continue with Google	
	Sign in			Continue with Microsoft	
	Create an account		f	Continue with Facebook	

# In the next window, enter e-mail, come up with a password, enter it twice, click **Sign up**:

Sign up for an account to track your progress or your child's progress or manage your classroom. <u>You can browse the various lessons and levels</u> without an account, but you will need to sign up to save your progress and projects.

Already signed up? Sign in

G Continue with Google

	nunde with Microsoft	
f Co	ntinue with Facebook	
	OR	
ign up with your ema	il address	
mail *		
assword		
assword confirmation		
Sign up		
CODDY		

3. In the next window, select **Student** account type. Check the box next to "**I am a parent**". Leave appeared automatically parent's e-mail, or use e-mail that was specified earlier. Enter the student's name, set the age over 18, not to link the parent account. Check the box to agree about data collection. Click the "**Go to my account**" finally:



Display Name (e.g. Cool Coder r Jane S.)	student's name
ge	18 ~
ender (optional)	
l agree that Code.org may tra	nsfer data (including personal data) from my use of this site to the United States
I agree that Code.org may transfor the purpose of hosting and website and that the laws gove Code.org's <u>Privacy Policy</u> to leave y signing up for Code.org, you ag	nsfer data (including personal data) from my use of this site to the United States I processing such data. I understand that Code.org is a US-based not-for-profit erning data collection in the U.S. may differ from the laws in my country. Visit earn more grue to our <u>Terms of Service</u> and <u>Privacy Policy</u> .
I agree that Code.org may transfor the purpose of hosting and website and that the laws gove Code.org's <u>Privacy Policy</u> to leave signing up for Code.org, you agree <b>Go to my account</b>	nsfer data (including personal data) from my use of this site to the United States I processing such data. I understand that Code.org is a US-based not-for-profit erning data collection in the U.S. may differ from the laws in my country. Visit earn more grue to our <u>Terms of Service</u> and <u>Privacy Policy</u> .

#### 4. That's it, you're on the Code.org home page!

Projects



Over 210 million projects created



#### **Project Inspiration**

Incubator

Take a look at our Project Ideas page for starter projects in Sprite Lab, Game Lab, App Lab, and Web Lab. These include project descriptions, tips, and demo projects you can remix to make your own!

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**O.S**.

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Start a new project				
Sprite Lab	Artist	App La	ab	Game Lab
				✓ View full list
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**Professional Learning** 

### Done! :)

