

Hour of Code



During the last weeks of school before winter break, Bowman students in Sandy’s computer classes had a chance to participate in the Hour of Code, a national movement to get students interested in programming. The Hour of Code is a “one-hour introduction to computer science, designed to demystify code and show that anybody can learn the basics (see <http://code.org/learn>).”

Students had fun working through the 20 self-guided activities based on the popular kid’s game Angry Birds. When students completed all 20 activities, they printed certificates of completion. First period student Georgina Patini was the most successful “programmer” with just 74 lines of code that met the objective and got Angry Bird through the maze.