Thank you for joining us for
Debug'd Coding: It's Time to Include ALL Students in Coding!

Presenters:
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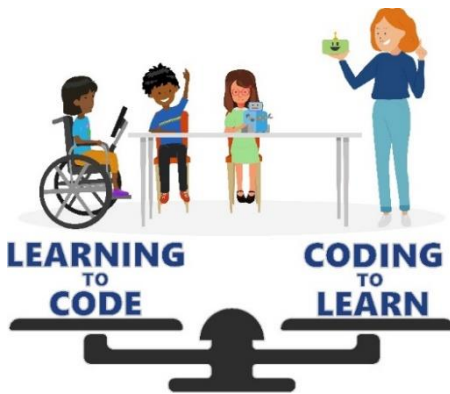*Leanne Husk, Leanne@bridges-canada.com*

What is *debug'd*?

From the Coding to Learn and Create project, comes ***debug'd*™ --** an inclusive, accessible coding curriculum that includes ALL students. Through a UDL approach to lesson development, with explicit instruction, differentiated strategies and Widgit© symbol-supported materials, every student is considered and can participate in a meaningful way. Whether you teach in a regular classroom, or in a specialized setting, ***debug'd*™** provides all that is needed to bring coding instruction to ALL students.

ALL KIDS CAN CODE!

Students with complex needs face barriers everyday that require persistence in, and strategies for, problem solving. They need to develop the metacognitive skill of giving instruction to another person as well as collaboration and communication skills. Creating something independently results in a sense of empowerment and allows this group to experience a sense of community that comes from participating with peers. These are soft skills that we refer to as **coding to learn** skills…and we believe they are as important – or even more – than the learning to code skills.

We believe that ALL kids can code when they're provided with a scaffolded approach and appropriate materials and strategies. We also believe that teachers new to coding benefit from this too – because they need to be supported on their learning journey as well!

How does *debug'd* support Coding for ALL?

Co-design is a collaborative approach to design and development and one we relied heavily upon throughout the design process. Experiences in camps and classrooms with teachers, students and other professionals, ensured that ALL students were considered; all lessons, materials and strategies were developed and tested with their lived expertise as our guide!

The result? A comprehensive curriculum that ensures every student plays an active and meaningful role in their learning – and all the materials you need to make sure it's accessible for ALL.

Everything you need to be successful!

Teachers and students are supported by:

- A comprehensive **curriculum guide** containing a collection of lessons with instructional scripts, step-by step scaffolded instructions and engaging culminating activities
- Student practice and application **activities and support materials** in both print and digital formats
- **Digital slide decks** to guide lesson instruction
- Large, colourful, class **reference materials**:
  - Class posters
  - Vocabulary Cards
  - Visual Schedule Cards
- **AAC** Supports
- **Adapted activities** for Clicker 7 & 8 to support lessons
- Student and Adult **Tip Sheets**

Our Inclusive Coding Environment – Introducing Weavly!

The Weavly coding environment seeks to provide a flexible, customizable coding experience that meets a wide range of needs. The UI:

- will support multiple modes of navigation including touch, mouse, keyboard, and switch and eye gaze.
- supports interaction using assistive technologies like screen readers.
- provides an option for auditory preview and feedback.
- can be customized to show or hide different features to vary complexity.

weavly.org

Join the conversation & share your experiences!

@debugdcoding

Learn more about *debug'd* accessible coding curriculum!

debugd.ca