

# EXPLORE MARS WITH SCRATCH

In this activity, students create a Mars exploration game using the Scratch programming language. They will engage in computational thinking, use math and include elements of real rover-mission planning to design their game. Check it out with the link below.

<https://www.jpl.nasa.gov/edu/teach/activity/explore-mars-with-scratch/>

## CODE.ORG / HOUR OF CODE

Code.org or Hour of Code has tons of great lessons to introduce students into coding and logic. Varying levels and degrees starting at 2<sup>nd</sup> grade all the way through 9<sup>th</sup> grade plus. They have beginner to more advanced coding tutorials. Check it out with the link below.

<https://code.org/learn>