


**Advanced Computer
Science Journal Pages**
(Lessons 9-19)

Code Jumper Curriculum: Lessons



Advanced Computer Science Journal Pages (Lessons 9-19)

American Printing House for the Blind

Code Jumper Curriculum: Lessons

Copyright © 2020 American Printing House for the Blind

All rights reserved. No part of this publication may be reproduced, stored in retrieval system, or transmitted in any form or by any means, except as expressly permitted under copyright law, without written permission of the publisher.

Published by American Printing House for the Blind

1839 Frankfort Avenue, Louisville, KY 40206

www.aph.org | info@aph.org

PROJECT PLANNING

Brainstorm ideas for a game, story, or song using the advanced lesson concepts learned through Code Jumper.

Game	Story	Song

PROJECT TITLE:

PROJECT DEVELOPMENT

Use the checklist below to make sure the following are included in your program:

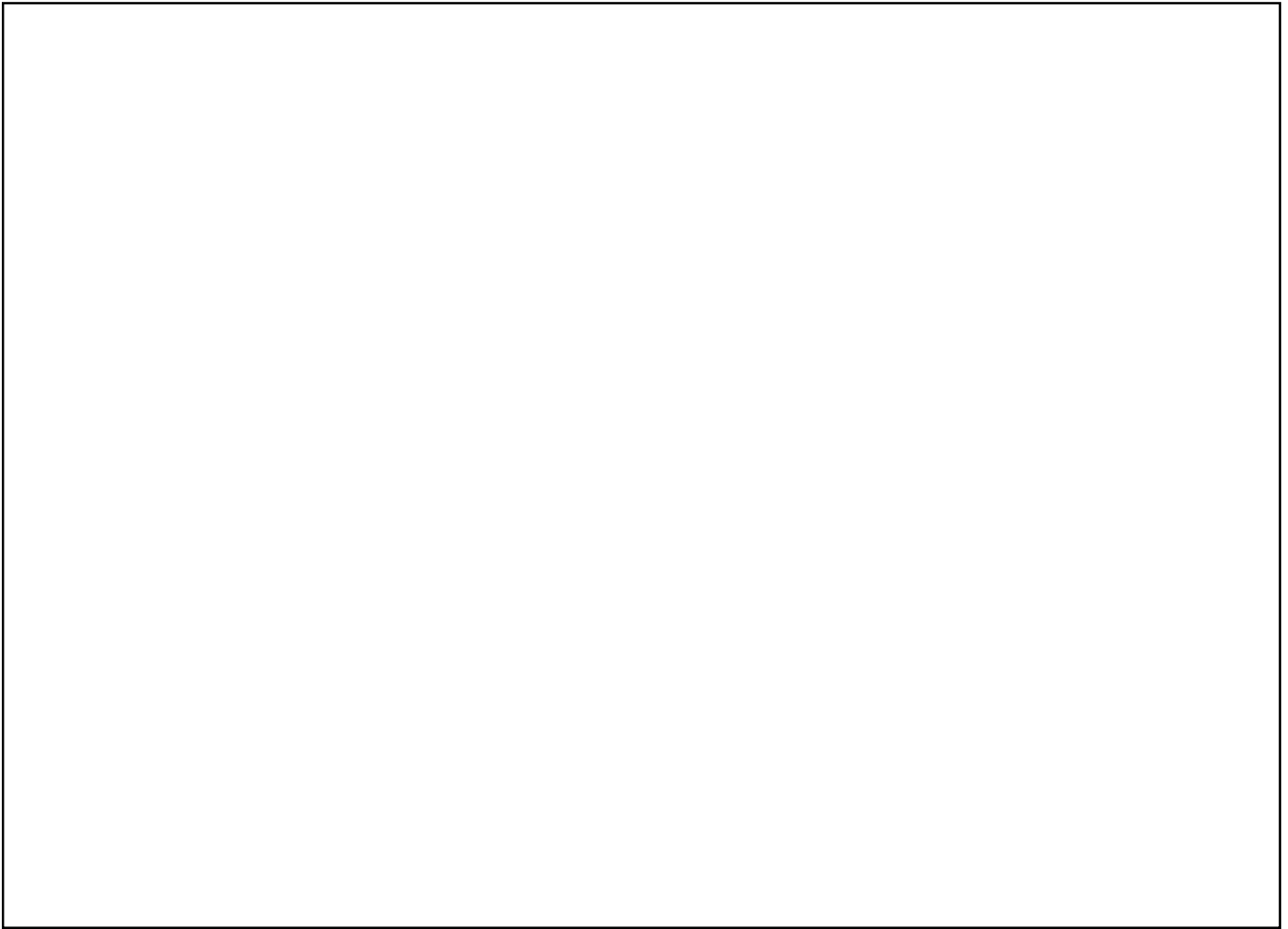
- Hub
- Loop pod
- Merge pod
- Pause pod
- Play pod
- Selection pod
- Count up plug
- Count down plug
- Infinity plug
- Nested loop
- Random plug
- Sound sets
- Variables

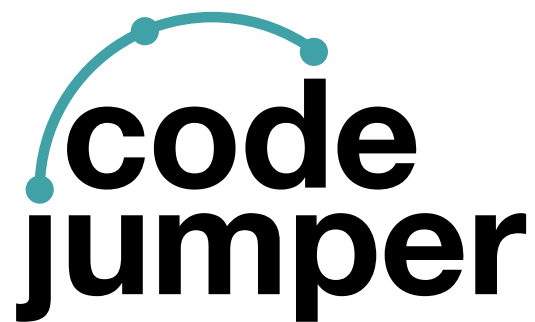
TITLE: _____

TITLE: _____

TITLE: _____

TITLE: _____





For more resources, visit codejumper.com

Copyright © 2020



**AMERICAN
PRINTING
HOUSE**

**1839 Frankfort Avenue
Louisville, Kentucky 40206
502-895-2405 • 800-223-1839
www.aph.org • info@aph.org**