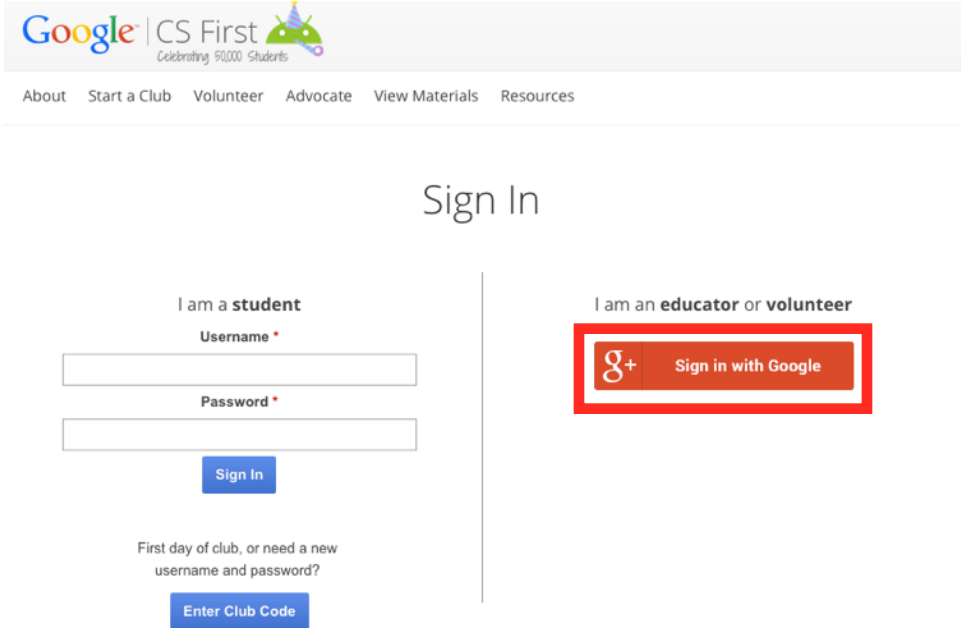
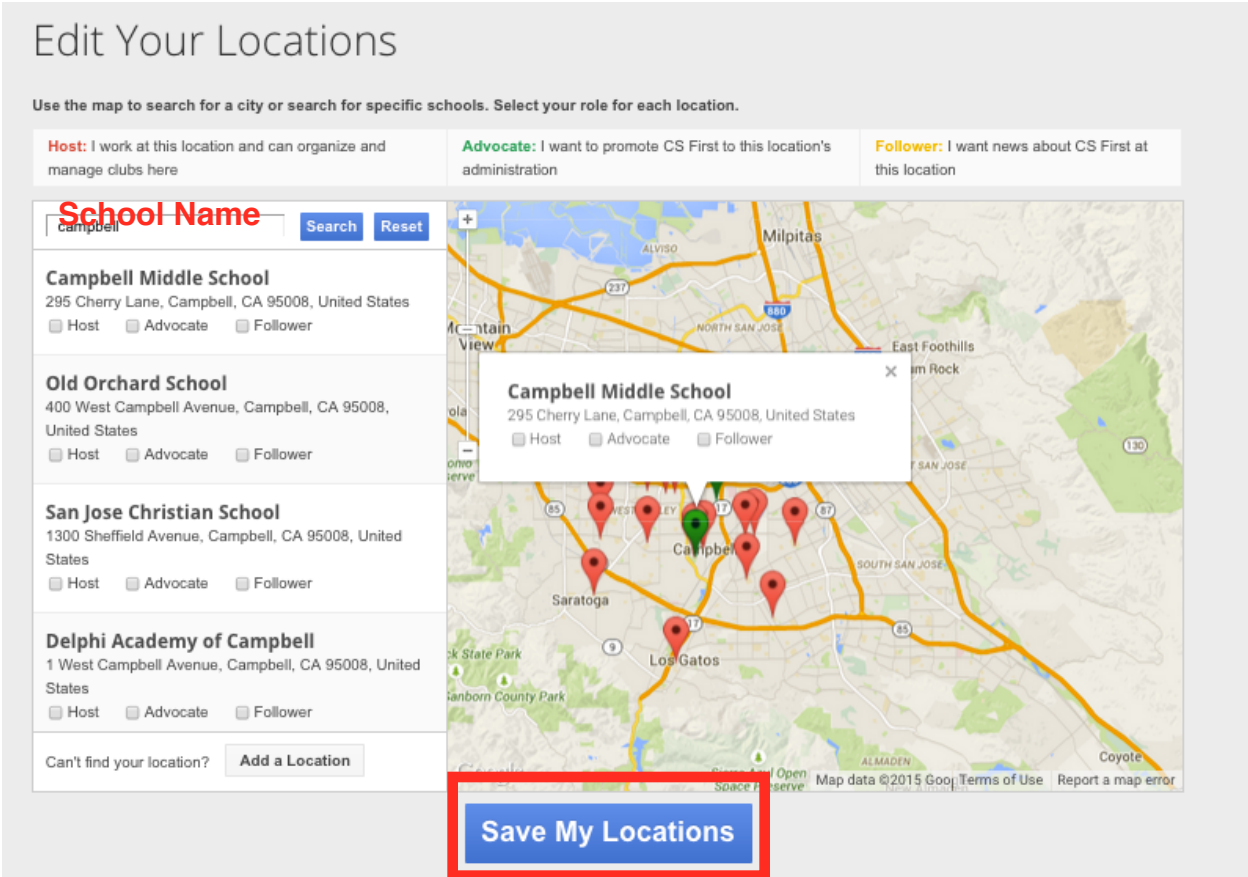


Creating a Class on Google CS First in 10 minutes

www.cs-first.com/go



Sign in using your CUSD email and password



Select a Club Theme

Create a CS First Club

Thank you for your interest in CS First! Ready to get started? Here's what you need to know.

About CS First Clubs



Storytelling

Each CS First club has a **theme**. Create a separate club for each theme you want to run.



8 Activities

Each theme has **8 activities**. Each activity takes about **60-75 minutes**. Scheduling is flexible and up to you!

About Creating a Club

Creating a club takes 5-10 minutes. In the following steps, you will:



Choose a **theme** and request **materials**



Create a **schedule**




Check computers to make sure all required websites work properly

[Create a Club Now](#)

Grade Level Recommendations for club themes:
Grades 3 - 4: Storytelling and Friendship
Grades 5 - 6: Game Design, Social Media, and Art
Grades 7 - 8: Fashion Design, Music & Sound, and Sports

Choose Theme

Choose a theme for this club. Themes are described below. Simply click "choose this theme" to select one. Each theme includes eight activities, and all are suited for any student, from novice programmers to veteran computer scientists. You may choose to host multiple themes throughout the year. You must create a new club for each theme you want to host.




Storytelling

[Explore materials](#) | [See student examples](#)

In Storytelling, students use computer science to tell fun and interactive stories. Storytelling emphasizes creativity by encouraging club members to tell a unique story each day.

[Choose This Theme](#)




Music & Sound

[Explore materials](#) | [See student examples](#)

In Music & Sound, students use the computer to play musical notes, create a music video, and build an interactive music display while learning how programming is used to create

[Choose This Theme](#)




Fashion & Design

[Explore materials](#) | [See student examples](#)

In Fashion & Design, students learn how computer science and technology are used in the fashion industry while building fashion-themed programs, like a fashion walk, a

[Choose This Theme](#)



Art

[Explore materials](#) | [See student examples](#)

In Art, students create animations, interactive artwork, photograph filters, and other exciting, artistic projects.

[Choose This Theme](#)

Requesting Materials Shipped To You

Get Materials

Storytelling @ Campbell Middle School ([Back to club](#))

One classroom set of CS First materials includes enough for **30 students, 1 host, and 2 gurus**. If you need more materials than this, please create multiple clubs. Contact csfirst-info@google.com with any questions.

Print Materials

All of the necessary materials for CS First clubs are [available digitally](#) for printing at your school. However, Google also gives clubs located in the United States the option of requesting printed materials that can be shipped directly to your club location. Printed materials will take two weeks to arrive at your club location, so please consider that when selecting your club's start date.

Would you like to have printed materials shipped directly to your club? (30 sets of materials will be sent)

Yes No

Request Printed Materials

Headphones

Each student needs a pair of headphones to watch the instructional videos. Do your students have headphones?

Yes No

Request Headphones

Contact & Shipping Information

Provide a contact name and email address so Google can verify your request.

Name

Your Name

Email

CUSD Email

Please provide the shipping address that your materials should be delivered to. We are unable to ship to a P.O. box.

Attention/Care Of

Your Name

Street

School Address

City

State

Zip

This is a residential address

Cancel

Request Materials

If you have have more than 30 students, create 2 classes with the same theme and request materials for both.

Creating a Schedule

Select a date for the first day of your club.

You can always change this information, but it lets Google know when to ship your materials.

Create Schedule

Storytelling @ Campbell Middle School ([Back to club](#))

Select the first day of your club.

On from to

Edit and verify your club schedule

Below is a tentative schedule for a club that runs twice a week based on your starting date, but you can edit each date and time individually to match your real schedule. Accurate scheduling is important for potential volunteers, as well as to ensure that important cs-first.com features work for your club. Please verify that there aren't any school conflicts (parent teacher conferences, etc.) with these dates. Please update these dates if they change.

Club Activity	Date	Start Time	End Time
Activity 1	<input type="text" value="08/14/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Activity 2	<input type="text" value="08/19/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Activity 3	<input type="text" value="08/21/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Activity 4	<input type="text" value="08/26/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Activity 5	<input type="text" value="08/28/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Activity 6	<input type="text" value="09/02/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Activity 7	<input type="text" value="09/04/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Activity 8	<input type="text" value="09/09/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Make Up Activity 1	<input type="text" value="09/11/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>
Make Up Activity 2	<input type="text" value="09/16/2015"/>	<input type="text" value="8:00am"/>	<input type="text" value="9:00am"/>

Double check your time zone

All times are set and displayed in your time zone.

Technology Check-List

Test the Main (Teacher) Computer

Are you able to successfully project cs-first.com onto your smartboard or projector? (if there is no projector, select No)

Yes No


Are you able to successfully project scratch.mit.edu onto your smartboard or projector? (if there is no projector, select No)


Yes No


Load <http://www.cs-first.com/studentpage/moving-sprite> on the main computer. Are you able to play the video?


Yes No


What web browsers does the main computer have?

 Google Chrome (You're using this!)

 Mozilla Firefox

 Microsoft Internet Explorer (versions 8 and above supported)

 Apple Safari

 Opera

General Survey of the Lab

How many working computers are there? (Monitor, mice, keyboards and computer all work)

Do students have logins and passwords to get on the computers?

Yes No

Is there a smartboard or projector in the room that can be used for this program?

Yes No

Is there a computer that you can connect to the smartboard or projector? (if there is no projector, select No)

Yes No

Login and password for the projector computer: It is **optional** for hosts to share this information. The login and password will be shared with all gurus and hosts affiliated with this club in the event that the main host will be absent from the club and will not be able to login.

You can check and change this information later.

Specify Your Role as Host and Guru

Specify Your Role

Storytelling @ Campbell Middle School 8/14/15 - 9/9/15 ([Back to club](#))


What is your role for this club?

- I will be a **host** and a **guru** for this club.

[Set Role](#) [Cancel](#)


A **host** is responsible for **logistics**:

- providing access to a location and computers
- recruiting students for the club
- being present during the club for emergencies
- coordinating any needed permission slips and transportation



A **guru** is responsible for **leading the club**:


- facilitating discussions and answering student questions using guided materials
- providing encouragement to students
- keeping the club on schedule




Congratulations! You are ready for your students to start learning computer science!

Congratulations, your club has been created!


Your materials will arrive about 2 weeks before your club starts. Check the shipping status on your [club page](#).
Now spread the word, and get students to sign up!




Post This Flyer
Fill in the program details, then post it in high-traffic areas.
[Download Flyer](#)



Show This Video
Show it during assemblies, homeroom, news broadcasts, or existing after-school activities.
[Download Video](#)



Use School Announcements
Encourage students to sign up using school announcements. Once CS First is underway, remind students of the meeting time and place.
[Sample announcement](#)



Use Your Network
Use your school's social media outlets or publications to spread the word.
[Description to share with students](#)

[View Your Clubs](#)