



**SOUTH SEATTLE  
COLLEGE**

*One of the Seattle Colleges*

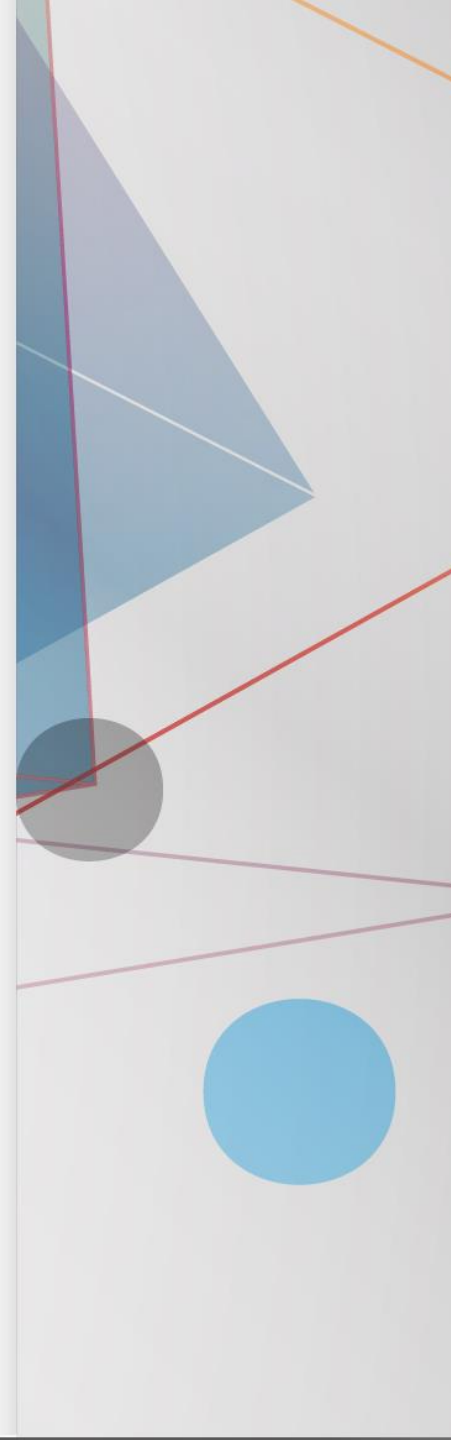
# **#Hour of Code**

**at South Seattle College**

# **Mission**

**We are here to bring coding to everyone on campus. Our goal is to make coding easy to learn, fun, and accessible.**

**We hope to get students excited about computer science, as well as encourage continued learning and interest in computer programming regardless of major.**



# Print flyers



**#Hour  
Of  
Code**  
Web Edition

Learn how to make your own website!  
This club is designed for beginners, but all levels are welcome.

Check out our blog for more info:  
[hourofcodessc.wordpress.com](http://hourofcodessc.wordpress.com)

Thursdays  
LIB 217  
1-2pm  
Jan 12, 19, 26  
Feb 2, 9, 16, 23

Logos: HTML5, JS, CSS3, GitHub, mozilla, and a code snippet: <!DOCTYPE>, <HTML>, <HEAD>, <TITLE>, <LINK REV>, <META NAM>

# Wordpress Blog

Hour Of Code #HoC at South Seattle College

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## Welcome



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### Search

Search ...

### Recent Posts

- JavaScript Project – Color Changing Clock
- #HoC 2/2/17 – HTML Project and JavaScript Variables
- Session 3 (Jan 26) Starting Code
- Learn to Code Seattle Workshop: Introduction to HTML & CSS (1.30) – Jan 30, 2017
- WOMEN IN TECH SERIES: SECRETS FROM HIRING MANAGERS & RECRUITERS – Feb 16th 2017



# **What is #Hour Of Code?**

- **Club meets in a computer lab once a week, and is open to all students on campus**
- **New coding demonstration presented each week by one of the student leaders**
- **Each year a student majoring in Computer Science (or related) volunteers to lead the club**
- **If possible more than one volunteer is preferred for a collaborative leadership experience**
- **Hundreds of students have attended the club over the last 4 years**
- **Sponsored by the WinSTEM (Women In STEM) club**



# Why #Hour of Code?

- **Everyone uses computers in modern society, very few people know how computers work**
- **Excellent learning opportunity for student leaders**
- **Creates a community that enriches campus life for students**

```
23
24 //STEP 1
25 /*Set up primary function and variables*/
26 ▼ $(document).ready(function(){
27 ▼   function displayTime() {
28     /*The currentTime variable will take the current date/time/seconds from your computer's clock, so if your
computer's time is wrong the time in this clock will be wrong.*/
29     var currentTime = new Date();
30     /*These variables store just the hours, minutes, & secs      from our currentTime*/
31     var hours = currentTime.getHours();
32     var minutes = currentTime.getMinutes();
33     var seconds = currentTime.getSeconds();
34     //More colors == more fun!
35     var colors = ["#ff0000", "#003399", "#66ff66", "#ff6600", "#9900cc", "#666699"];
36     //STEP 2
37     /*Setting up the clock*/
38     var meridiem = "AM";
39 ▼    if (hours > 12){
40       hours = hours - 12;
41       meridiem = "PM";
42     }
43 ▼    if (hours == 0){
44       hours == 12;
45     }
46     //If the seconds are single digit (0 - 9)
47 ▼    if (seconds < 10){
48       //Then put a zero in front
49       seconds = "0" + seconds;
50     }
}
```

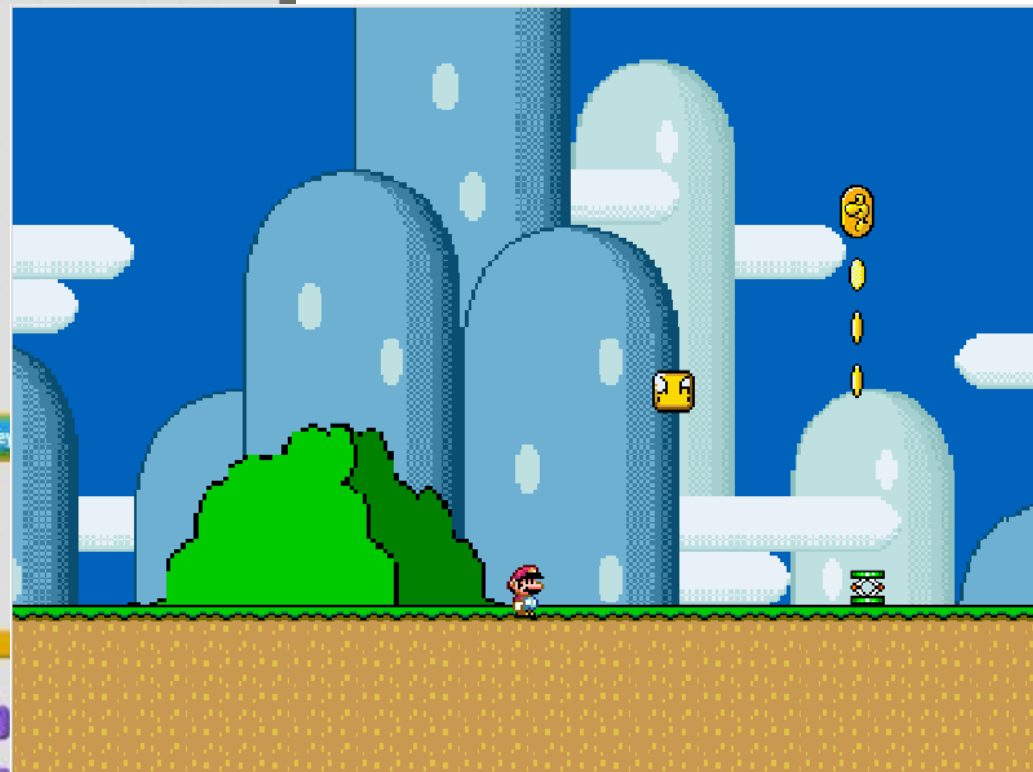
03:16:57 PM

```

point in direction 90
go to x: 0 y: 0
forever
  if onGround = 1 then
    set velocity to 0
    change y by velocity
  else
    change velocity by gravity
    change y by velocity
  if key left arrow pressed? then
    point in direction 90
    if x position > 100 then
      change x by hVel * -1
    else
      change scrollX by hVel
      set x to -100
  if key right arrow pressed? then
    point in direction 90
    if x position < 100 then
      change x by hVel
    else
      change scrollX by hVel * -1
      set x to 100
      if scrollX < -336 then
        change scrollX by hVel * 1
  define CostumesAll
    if onGround = 0 then
      if CostumeMin = 1 then
        switch costume to MarioSmallLumo
      else
        switch costume to MarioLaroeLumo
    else
      if key left arrow pressed? or key right arrow pressed? then
        if CostumeMin = 1 then
          Costume walking
        else
          Costume walking
      else
        if CostumeMin = 1 then
          switch costume to MarioSmallStanc
        else
          switch costume to MarioLaroeStanc

```

x: 100  
y: -92



# Gains

- **Student outreach to encourage interest in Computer Science, especially for underrepresented groups in technology (women and minorities)**
- **Increase in students taking Computer Science classes**
- **Inclusive and safe peer-lead learning environment**





# Challenges

- Finding a balance of challenging, yet accessible coding demonstrations
- Transient audience, cannot have projects that rely on previously learned topics
- Marketing and advertising for the club (getting the word out)
- Finding future student leaders



# Opportunities

- **Hacker Capture The Flag**
- **Local Coding Challenges**
- **Hackathons**
- **Guest speakers**
- **Git and GitHub**
- **Conferences**





**Thank you for  
your time!**

**Questions?**