



An Environment for Effective Teaching & Learning Volume 3, Issue 7 10/18/19

## CODING IS THE GOAL FOR ALL STUDENTS AS ATTAINING THIS SKILL SET IS ESSENTIAL

In a previous article, we told you about coding at the high school level and what those students are learning. But, before students even set foot in the high school, our District is preparing them in ways they have not been before and our staff and students are embracing this new world!

The Hauppauge School District is on the the right track when it comes to teaching our children coding. Students start learning coding in Grade 3 and by the time they are in Middle School, all students in grades 6, 7 and 8 will have 10 weeks of coding each. Previous to this

year, coding was only taught in grades 6 and 8 at the Middle School.

Dr. Murphy, Assistant Superintendent for Curriculum, Instruction and Technology, said that the District started on the path with coding about five years ago and began by using NAO robots. NAO is the world's leading and most widely used humanoid robot for education. The robot is close to two feet tall and is a fully programmable robot that can walk and talk.

KidOYO is the common platform that the District has been using for four years now. The KidOYO motto is "Code Make Own." KidOYO is "a non-profit initiative that produces educational infrastructure in use by leading K-12 and University classrooms in order to deliver personalized project-

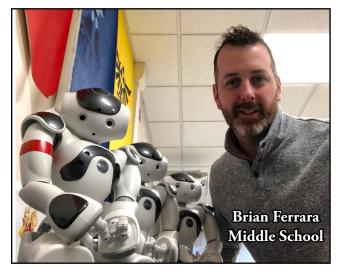


based learning outcomes." Their team trains teachers, builds custom tools and works with the youngest minds to the most ambitious in every classroom type. KidOYO puts students in charge of their own progression, pace and goals. With the KidOYO platform, students are able to build a digital portfolio throughout their school career. Students earn badges after the completion of tasks. They also earn badges from tasks that their teachers are able to create.

Dr. Murphy said that involving the Directors of Math, Science, English Language Arts and school librarians with coding, students are learning critical thinking, resiliency, problem solving and perseverance.

Amy Thompson, Michelle Alvarez and Brian Ferrara are Middle School teachers who teach coding and robotics. Ms. Thompson said, "We have two classes: Robotics where the students use the NAO robots and we have Coding where the students use KidOYO. Robotics uses a software program called Choregraphe where the students program the robots to converse, walk in shapes or a path, recognize objects, and dance to just name a few. The students work collaboratively and hands on with the NAO. This class promotes out of the box thinking, problem solving, innovativeness, and perseverance.





Students are actively engaged and work until they have created a successful program where the NAO follows the intended behaviors. This is an all-digital class where students are able to improve their technological skills as well as develop skills needed to be a lifelong learner. There is also a club we run where students can explore robotics further than the ten week class allows for."

Michelle Alvarez said, "In Middle School we are teaching 3 levels of coding for 6th, 7th and 8th grades and we cover the following curriculum for each grade level:

Grade 6: Sprite Editor and Intro to Hatch(Scratch), taught by Michelle Alvarez

Grade 7: Intermediate Hatch(Scratch), taught by Brian Ferrara. Grade 8: This year we are covering Intro to Hatch(Scratch) and Introduction to Python, however next year as our seasoned 7th

graders move up we are planning to expand the curriculum to a full quarter of advanced coding including more Python. 8th Grade Coding is currently taught by myself (Michelle Alvarez) and Jim Dragonetti."

Last March, the Middle School attended the first ever "Hackathon." Ms. Thompson said, "The Coding Eagles" was a select group of middle school students who had a passion for coding. They attended numerous practice sessions before and after school in order to prepare to compete in KidOYO's first "Hackathon." The students competed against various school districts last spring at Mineola Middle School. We are looking forward to another "Hackathon" this March. The students created an amazing banner and represented our middle school with Coding Eagle t-shirts."

Mr. Ferrara added, "A 'Hackathon' is a coding competition that is similar to the board game 'Risk' where teams attempt to take over territories on a map by creating programs that meet specific criteria for each area of the map. Their programs are judged against the submissions of the other teams, with the best programming earning the territory. The team with the most territories at the end of the competition wins. Although we did not come home with the trophy, our team created over 50 new, original programs in the 4 hour competition, earning multiple territories along the way. It



was an awesome experience for all involved and we hope to improve on last year's finish at the next "Hackathon."

Dr. Murphy attended the "Hackathon" along with Dr. McCarthy and Mrs. Gordon and they were able to watch the progress on large screen monitors. The "Hackathon" was comprised of eight schools. Middle School coders had to qualify for the available spots on their team. High School teachers also worked with them to get them ready for this challenge. The next "Hackathon" is scheduled for March 2020 and will take place in Syosset. However, Middle School students won't be having all the fun when it comes to "Hackathons" and Hauppauge is involved in the planning of Long Island's 1st Inter-District High School Competitive Hackathon and will be hosting the first planning meeting on November 1st.

Dr. Murphy said, "Our philosophy is that we are better together. It is impossible for teachers not to have an impact. I know we are lucky because some districts have trouble finding a place for coding in their systems, but we worked together here to figure it out. We have ten weeks of coding in our Middle School, while other districts may not expose their students to even ten weeks in their whole school career."

Dr. McCarthy said, "We are making it a priority to expose coding to our students. The Middle School students are being exposed to it and our High School students are able to choose if they will follow through with coding in their classes."

Ms. Gordon said, "We are on a good path right now from Middle School to High School. When a student says they want to be a 'Gamer' we are actually showing them the process of becoming a creator and how to actually do it."

Teachers are learning more about coding through professional development courses. In these courses, they are also earning badges and are really working on the cutting edge.

Dr. McCarthy said, "Jobs with a higher level of skill is what we are preparing our students for."

Ms. Gordon said, "This has been a process. We looked at other schools. We took it slow but made it so students could embrace coding along the way. Right now we are giving kids an opportunity to learn something that was only available to them in high school."

Finally, Dr. Murphy said, "Coding for all is our goal. We believe that the more students we can have involved in the high school, we are getting more students prepared for the job market. This skill set is essential."

#### HIGH SCHOOL DRAMA PRODUCTION OF "THE DINING ROOM" DEBUTS TONIGHT

The High Scool Drama Club is presenting their production of "The Dining Room." The play takes place tonight and tomorrow, October 18th and 19th, and starts at 8:00 pm. There is no charge for admission.

Come down and enjoy this wonderful show by our talented students!





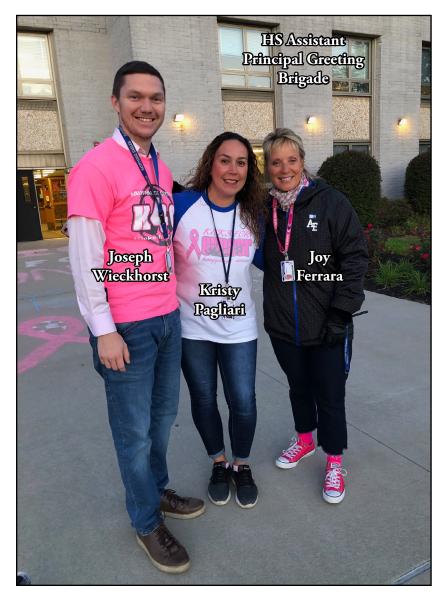




## PRINCIPAL COOK IS AWAY AT P.D. TODAY, BUT THE HS ASSISTANT PRINCIPALS KEEP THE GREETINGS GOING

High School Principal, Chris Cook, was away today at a professional development session, but that didn't mean the student greetings that he carries on with each day had a day off. High School Assistant Principals Joe Wieckhorst, Joy Ferrara and Kristy Pagliari gladly took over greeting duty this morning!

Enjoy these photos from this morning!







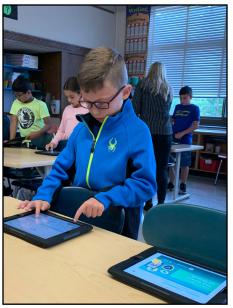
## ELEMENTARY STUDENTS LEARN ABOUT DIGITAL CITIZENSHIP, ONLINE SAFETY AND CYBER BULLYING

Audrey Bullaro is a STEAM teacher and splits her time between Bretton Woods and Pines. Her counterpart is Carrie Pecoraro at Forest Brook. In addition to her STEAM program classes, Ms. Bullaro teaches coding units which will begin in December, but right now she is working with third, fourth and fifth graders on Digital Citizenship which includes classes on Avoiding Clickbait, Cyberbullying and Making Strong Passwords/ Hackers.



Ms. Bullaro shared the fol-

lowing information regarding these classes, "We teach all the grades how to be safe online. They already have a huge presence online and they need to be able to navigate these online communities safely. We teach them not to share private information about themselves which could be used to allow strangers to contact you and pretend they know you. We teach them to treat strangers online the same way they would treat a stranger that approaches them in person



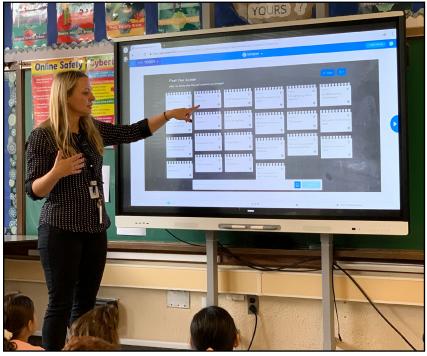
because they are playing interactive games at home where they are able to chat with people that they may or may not know. We also teach them how to talk respectfully to friends online or in texts the way you would speak to them if they were standing in front of you and let them know that sometimes you can't tell the tone of voice someone is using in a text, which leads to miscommunication." Ms. Bullaro also said, "We teach them that they need to have balance in their lives when it comes to screen time, because too much gaming or watching videos is not a healthy balance. Also, we teach them that elementary students should not be on social media or lie about their age to gain access to social media sites that don't allow children to join. Students are shown how to identify and avoid Clickbait and Phishing attempts by being aware of how hackers gain access to your information and how advertisers try to get you to click on their ads."

With regard to Cyber bullying Ms. Bullaro said, "Cyber Bullying is deliberate and these bullies use frequent attempts to hurt feelings and use scary or hurtful words. We also show how some kids think it's ok to "trash talk" with their

friends when playing online games, but that words do matter and words do hurt. We also show them how photos of celebrities are digitally altered to make you think they are real, when they usually are not. Also, about how selfies don't really show our real selves and what is most important to our identity."

I was able to visit a class that Ms. Bullaro was teaching on Cyber Bullying to Margery Fey's third grade class at Bretton Woods. Ms. Bullaro said, "Students today don't know a world without Instagram and Facebook. They need to know how to be good "Ditigal Citizens" and not give out information, and to be kind and not hurt feelings, as words have power." She reminded students that what they post online will stay online for a long time.

Using "Nearpod" on iPads, the students were able to sign into this lesson "Digital Citizenship-The Power of Words."



Students watched a short video on how words typed into a screen can have an effect on someone because they don't know the tone being used. Also, "trash talking" during a video game online session was presented. After the video, students did an exercise on whether certain things were ok to say online, helping them to differentiate the tone that was being used.

Ms. Bullaro asked students what they can do when they get a cyber bullying message. They answered on "Nearpod" and the answers were displayed one by one on the Smartboard. They included, "Tell an adult," "Leave the game," "Walk away from the computer," and "Tell a grown up or parent near you."

Finally, Ms. Bullaro reminded students that even if a student is posting mean messages online, in their own home on their own computer, they can still get in trouble at school.

Finally, Ms. Bullaro told her students, "People will remember maybe not what you said, but how you made them feel."

Thank you Ms. Bullaro and Ms. Fey for allowing me to sit in on this important and worthwhile class.





# In Memory of Courtney Tomkin

### 12<sup>th</sup> ANNUAL KICKS FOR CANCER October 18<sup>th</sup> 2019

**GAME** #1 - 5:00pm

Hauppauge Boys Varsity Soccer vs. HH Hills West

**GAME** #2 - 7:00pm

Hauppauge Girls Varsity Soccer vs. East Hampton

#### **HHS Turf Field**

Raffles - \$5 or 5/\$20 Winners will be pulled between games

T-Shirts – \$15 Socks - \$10 Hoodie - \$25 Shoelaces - \$3 Sunglasses - \$5 Lanyards - \$2 Blankets - \$20 Hats - \$20

GAMES, FOOD & FUN FOR A GREAT CAUSE!

Proceeds to benefit:





AMERICAN LUNG ASSOCIATION

Fighting for Air

American Cancer Society
MAKING STRIDES
Against Breast Cancer®



COURTNEY TOMKIN SCHOLARSHIP

Local Families
In Need



Sponsored by: The Interact Club

Saturday: October 26, 2019 12:00PM to 3:00PM

Located at the Hauppauge High School Commons

Admission:

Children -\$2 + a canned food donation Adults - \$3 + a canned food donation

All children must be accompanied by an adult.

All school age students are WELCOME!

PERFORMANCES...CRAFTS...
GAMES...AND MORE!!

# COLLEGE FAIR

Wednesday, October 23rd Periods 8 and 9 in the Commons Visit the Counseling Center for a pass



#### **MARK YOUR CALENDARS!**



### HAUPPAUGE PUBLIC SCHOOLS BOND VOTE

Wednesday, December 4th, 2019

2019 Capital Bond Projects - \$13.5M

High School - \$6,574,600

- Roof Replacement
- Construction of New STEM Lab

Middle School - \$3,477,000

- Roof Replacement

Elementary Schools - \$ 698,560

- Replacement Playgrounds
- Interior Door Replacements and Hardware

District-Wide - \$2,749,840

- Bathroom Reconstruction

Note: These projects will not increase taxes.

Please stay tuned for presentations and more timely information!

VOTE on Wednesday, December 4th 6:00 am to 10:00 pm at Whiporwil

> 495 Hoffman Lane Hauppauge

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