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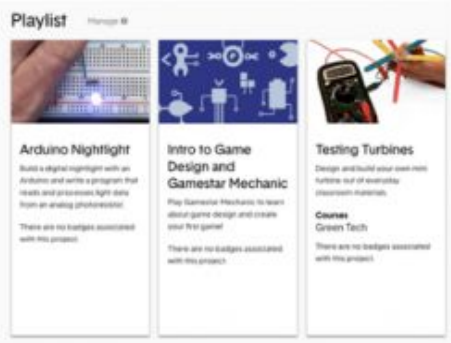
CREATE MEMBERSHIP & TRAINING

Mouse Create is a learning platform to build, collaborate, and share through STEM and Creative Computing.

More than 150 projects with step by step instructions for 13 course topics



Educators create custom playlists for their students & collect student work

Youth can receive digital badges on Credly to demonstrate learning

Item	Description	Cost
Mouse Create Spark Membership	The introductory Mouse Create Spark Membership provides free access to two courses with 22 hands-on projects including Coding, Intro to Design, and Microprojects for your students.	Free
Mouse Create Membership	Mouse Create provides more than 145 hands-on projects across 30+ competency areas, including design, circuitry, coding, games, web literacy, sewable tech, and more! This membership comes with free online support.	$500 per site
Mouse Create Training	Mouse facilitators train educators to use all of the features on the Mouse Create platform with students while receiving hands-on practice with learning materials. Training varies from 1 hour for a Mouse Create orientation to 5 days to cover multiple courses to prepare for a full year of content. Click here for a full list of Mouse Courses and descriptions.	Schedule a Free Consultation Today Email Membership@mouse.org
Computer Science Professional Development	Mouse facilitators train educators to teach one of our partner curriculum options, including Scratch Junior, Scratch Creative Computing, Code.org CS Fundamentals, Google CS First, Code.org CS Discoveries, Exploring Computer Science, and Code.org AP CS Principles. Training time varies from 1 hour for introductory workshops to 9 days for full year courses.	

Contact Mouse at membership@mouse.org for more details or check for upcoming training dates at mouse.org/events.

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Book an Educator Training Available for Mouse Create Courses

Courses	Description
Circuitry & Electronics	10 Projects - Youth build analog circuits using LEDs, transistors, and sensors, and learn to program an Arduino microcontroller to create a digital music maker and light chaser.
Coding	11 Projects - This course starts by focusing on front-end web design skills with activities on HTML, CSS, and JavaScript. Youth get experience with the command line and basic computer programming processes.
Design with Purpose	16 Projects - In this course, youth learn to research, brainstorm, prototype, & share their own technology innovation. Youth learn to empathize with users and design technologies that address an authentic need.
Digital Portfolios	6 Projects - Youth learn what it takes to document projects, reflect on accomplishments and design high-quality digital portfolios that they can show off to employers or college admissions counselors.
Green Tech	10 Projects - Youth build electricity generators, make batteries with everyday materials, and add solar panels to electric toys to better navigate the science behind eco-friendly technology. Youth will also experiment to improve the technology carbon footprint at their school and lead an action campaign with their findings.
Intro to Design	11 Projects - Participants learn the essential elements to consider when engaging in graphic and 3D design. They practice with color wheels, layout techniques, and typefaces. They also learn how to create 3D models.
IT Admin	16 Projects - Youth explore computer hardware and software, then design new ways of interacting with technology. Youth learn the structure and design of networks and the internet while exploring interfaces through peripherals, operating systems and app design.
IT Essentials	8 Projects - The IT Essentials course introduces youth to working with technology in hands-on and innovative ways. Through exploring computer hardware and software, they build on these skills by designing new ways of interacting with technology.
Serious Games	13 Projects - The Serious Game Design course introduces youth to the building blocks of game design by researching, designing, and coding a game prototype in Scratch about a socially responsible issue.
Sewable Tech	9 Projects - The Sewable Tech course combines STEM learning with artistic expression and crafting. In this course, youth learn to create soft circuits, fabric switches, and sewable sensors.
Tech Team	10 Projects - The Tech Team course encourages groups to build troubleshooting skills, develop routines and professional communication, and give back through community service while completing team-building activities.
Video Creator	5 Projects - The Video Creator course equips students with the basic skills and insights needed to navigate today's multimedia landscape and deepen knowledge in visual literacy.
Web Literacy	10 Projects - The Web Literacy course transforms youth from casual web users to savvy participants who can think critically, participate safely, and demonstrate good digital citizenship.

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Professional Development on Partner K-12 Computer Science Curriculum

Curriculum	Description	Grades	Training
Scratch Junior	A 25-30 hour course in which students explore computer science concepts through unplugged activities and design, create, and code their own interactive projects using Scratch Jr, a coding language for pre-literate students.	K-2	1 Day - 4 Days
Scratch Creative Computing	A 25-30 hour course in which students create animations, stories, and games with Scratch, a visual block-based programming language and tool, then share them with peers for feedback and iteration.	3-8	4 days
Code.org CS Fundamentals (NY Only)	Students create computer programs that will help them learn to collaborate with others, develop problem-solving skills, and persist through difficult tasks. They will study programming concepts, computational thinking, digital citizenship, and develop interactive games or stories they can share.	K-5	1 Day
Google CS First	CS First is an easy-to-use computer science curriculum that is designed to engage a diverse student population in grades 4-9. Teachers use videos to teach foundational computer science concepts and coding basics with Scratch.	4-9	3 Hours
Exploring Computer Science	A year-long introductory curriculum aimed at broadening the participation of underrepresented students in computer science. Topics Include: Human Computer Interaction, Problem Solving, Web Design, Programming, Data Analysis, and Robotics	9-12	5 day workshop + quarterly sessions
Code.org CS Discoveries (NY Only)	A two-semester introductory course that empowers students to create artifacts & engage with computer science as a medium for creativity, problem solving, and fun. Topics Include: Web Development, Animation & Games, The Design Process, Data and Society, & Physical Computing	6-10	5 day workshop + quarterly sessions
AP Computer Science Principles (NY Only)	A full-year entry-level course that introduces students to the foundations of modern computing through a survey approach. Topics: The Internet, Digital Information, Algorithms & Programming, Big Data & Privacy, and Building Apps. Students will prepare to take the AP CS Principles Exam each May.	9-12	5 day workshop + quarterly sessions

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Customize Professional Development & Computer Science Program Consulting

Workshops	Description
Counselor Workshops	This session prepares school counselors and administrators to develop and support a quality computer science program in their schools, including tips on student and teacher recruitment.
Cross Curricular Coding	This all-staff professional development teaches groups of content teachers how to integrate computer science and coding into their existing subject areas. This PD is customizable to specific content areas.
District Implementation	Mouse advises districts across the country to implement their computer science programs with a focus on K-12 continuity. These sessions focus on district capacity, training, planning, or other topics of interest.
Running a Hack or Game Jam	This session prepares educators to run a Game Jam using the Game Jam Guide e-book, which has over 20 flexible lesson plans & new ideas from experts who led game jams in NYC focused on real-world issues.
How to Create a MakerSpace	Learn how to create and run a successful makerspace for students, either in school or out of school. Learn about curriculum, resources, & pedagogy to consider during planning.

District Implementation Spotlight: Mission CISD

- Mouse worked with Mission CISD in Texas to develop a three year implementation plan to train 600 teachers in CS courses and units that align to the district's priorities.
- After identifying a district lead for computer science, Mouse expanded courses & units into elementary, middle, & high schools with a focus on community engagement.
- Through community building efforts, stakeholders like the Mission Economic Development Corporation were able to contribute to the effort in a public-private partnership.
- Mouse is helping Mission CISD through every step of the process while building institutional knowledge by training school counselors, administrators, and curriculum specialists.

Mission CISD™

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