

# Using the CodeHS IDE

CodeHS Professional Development Online Course

## Details

**Course delivery method:** Self-Paced Online Delivery

**Contact hours:** 4-5 approximate hours

**Prerequisite(s):** Some experience using CodeHS curriculum and LMS will be helpful

## Introduction

In this course, educators will learn how to use the CodeHS integrated development environment (IDE) to engage, assess and collaborate with students. Teachers will begin by exploring the tools and resources available to help them navigate the IDE and set their students up for success. Teachers will use the CodeHS Sandbox to collaborate with students in real-time.

## Course Outcomes

Educators will:

- Master the tools in the CodeHS IDE/code editor.
- Use IDE tools to debug code.
- Create open-ended projects in the Sandbox.
- Utilize the real-time collaboration tool to bring live collaboration to any learning environment.
- Leverage the advanced tools in the IDE to easily navigate the code editor.
- Use teacher resources and settings in the IDE.

## More Information

Browse the content of this course at <https://codehs.com/course/16149/explore>.

## Course Breakdown (4-5 Hours)

Unit 1: Welcome to Using the CodeHS IDE Course (20 Minutes)	
Topics Covered	<ul style="list-style-type: none"> <li>• Welcome to Using the CodeHS IDE course</li> <li>• Course outline</li> <li>• Using the Knowledge Base</li> <li>• How to Get Help!</li> </ul>
Unit 2: Introduction to the CodeHS IDE (1 Hour)	
Topics Covered	<ul style="list-style-type: none"> <li>• Introduction to the CodeHS IDE</li> <li>• Using the CodeHS IDE in the Classroom</li> <li>• Grading &amp; Feedback in the CodeHS IDE</li> </ul>
Unit 3: Debugging in the CodeHS IDE (1 Hour)	
Topics Covered	<ul style="list-style-type: none"> <li>• Debugging in the CodeHS IDE</li> <li>• Debugging with Error Messages</li> <li>• Debugging with Breakpoints in the IDE</li> </ul>
Unit 4: Real-Time Collaboration & Sandbox (1 Hour)	
Topics Covered	<ul style="list-style-type: none"> <li>• Using the Sandbox</li> <li>• Organizing Sandbox Programs</li> <li>• Sharing Sandbox Programs</li> <li>• Real-Time Collaboration</li> </ul>
Unit 5: Advanced Tips & Tricks in the IDE (1 Hour)	
Topics Covered	<ul style="list-style-type: none"> <li>• Keyboard Shortcuts for Teachers &amp; Students</li> <li>• Teacher Tools &amp; Resources in the IDE</li> <li>• IDE Resources - JavaScript</li> <li>• IDE Resources - Python</li> <li>• IDE Resources - HTML &amp; CSS</li> <li>• IDE Resources - Java</li> </ul>
Unit 6: Course Wrap-Up (10 Minutes)	
Topics Covered	<ul style="list-style-type: none"> <li>• Course Survey</li> <li>• Course Badge</li> <li>• Course Completion Certificate</li> </ul>

## Communication & Support

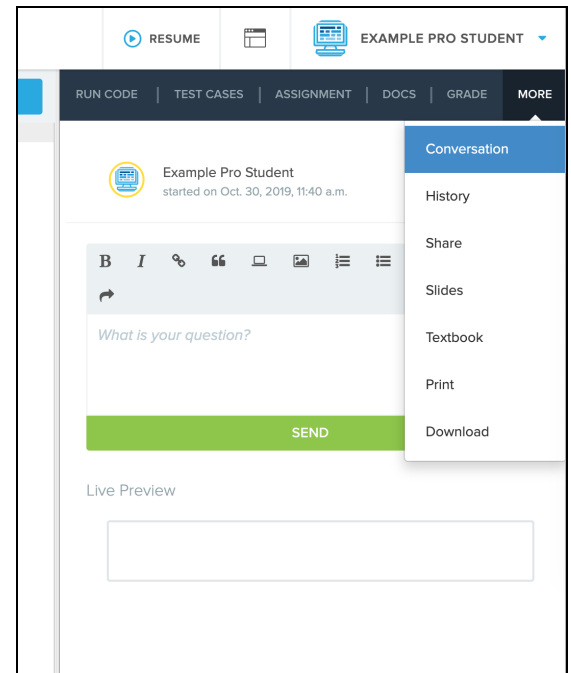
The instructor(s) will communicate with students as needed for individual questions and feedback.

### Getting Help with Activities

Students can use the Conversation tab in the code editor to ask questions about any of the activities in the course.

Course instructor(s) will respond to questions and provide feedback in this area as well.

You can find more information about getting help with your coursework [HERE](#).



### Course Criteria for Completion

Once students have successfully completed all activities in the course, a Certificate of Completion will be available.