

@CSTANJ

@CS4NJ

#CSPDWeek2026

#CompSciNJ

@csteachersorg



New Jersey CSPDWeek

This material is based upon work supported by the National Science Foundation under Award No. 2607763.

Paige Besthoff



Teacher 25+ years
K-12 Computer Science, Robotics
Design Thinking, Gifted and Talented
CSTANJ VP and CSPDWeek Project Manager
CS4NJ Program Manager
CSTA Teaching Excellence Award 2023
Professional Learning Resource Designer





bit.ly/HourAIK-5

Hour of AI

CSEdWeek December 7 - 13, 2026

What is the Hour of AI?

A GLOBAL CALL TO ACTION

Building on the Hour of Code, the **Hour of AI** is the world's largest AI learning event — **empowering 25 million students, teachers, and families** to move from AI consumers to creators.

What is the Hour of AI?

WHY IT MATTERS

- Most schools aren't ready for an AI-powered future.
- The Hour of AI makes AI literacy **accessible, inclusive, and essential**.
- This shared global moment helps set the foundation for responsible use of AI in education.

WHAT HAPPENS

- Explore how AI literacy works and its ethical implications through engaging, age-appropriate activities.
- Connect classrooms, communities, and leaders worldwide in a collective learning experience.
- Spark curiosity, conversation, and confidence about AI education.

WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

Where Did it All Begin?

The **Hour of Code** started as a one-hour introduction to computer science, designed to demystify "code", to show that anybody can learn the basics, and to broaden participation in the field of computer science.

It has since become a worldwide effort to celebrate computer science, starting with 1-hour coding activities but expanding to all sorts of community efforts.

Where Did it All Begin?

The Hour of Code was organized by **Code.org** as well as an unprecedented coalition of partners that have come together to support the Hour of AI—including Microsoft, Apple, Amazon, Boys and Girls Clubs of America, and the College Board.

CSEdWeek is an annual event celebrated during the week of December 9 to recognize Grace Hopper's legacy and promote computer science education.

* Grace Hopper's birthday is December 9, 1906



Hour of AI during CSEdWeek

This annual observance was created to honor her pioneering contributions to computer science, such as developing the first compiler and the COBOL language.

Grace Hopper is known for coining the phrase “debugging”. While working at Harvard, a computer operation stopped running. When she looked inside the hardware, she found a moth in a relay. She took the moth out, taped it into her notebook with the note “first actual case of a bug being found”.



Ada Lovelace's Birthday December 10, 1815 during CSEdWeek

Ada Lovelace is recognized in Computer Science Teachers Association (CSTA) equity and inclusion resources as the world's first computer programmer.

Wrote an algorithm for Charles Babbage's mechanical computer, the Analytical Engine, in 1843.

Her historic contributions are frequently highlighted in K-12 computer science curricula and advocacy to inspire underrepresented groups in STEM.



The Hour of AI is HERE!

Building on over a decade of success with the Hour of Code, the new global initiative is designed to help students and educators everywhere take their first step into understanding and creating with AI.

Through hands-on, easy-to-follow activities, learners around the world will demystify AI and imagine what's possible when they harness it for good.

The Hour of AI is HERE!

Because the future isn't something we wait for.

It's something we build — together.



WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)



Hour of AI
activities are
self-guided.

There are
activities for
all ages and
CS experience.

WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

Code.org (now
CodeAI)
activities work
on any device and
in any browser.

Partner
activities are
also available
for different
platforms.



WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)



No tech, no
problem!
Unplugged
activities are
available for a
no-tech option.

Absolutely no
signup or login
is required for
students to try
the Hour of AI.

WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

My CSEdWeek Experience



WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

My CSEdWeek Experience

- Since 2015, high school students, former HS, classroom teachers, specials/elective teachers and administrators have collaborated with elementary students.
- The high school students teach an unplugged or plugged coding lesson to the students.
- After completion of the event, students had the opportunity to communicate, collaborate, create, and problem solve.
- Students took this experience back to the classroom to practice online coding.

My CSEdWeek Experience

- The high school students will have given back to the community by teaching younger students.
- Some of the HS students are former students from the elementary school who experienced an Hour of Code activity themselves.

Pre Activity:

Students attend a Zoom meeting with Mrs. Besthoff to learn about the activity they will be teaching the students

Post Activity:

Students added this community service activity to college, job or club applications (including NHS)

Elementary School Grades 2-5

2015



Code.org Relay Programming

The Hour of Code is a global movement reaching millions of students in over 180 countries.

Hour of Code activities are used to inspire students in many different classes —math, science, history, English, and more. After doing an hour, many students want to continue!



"It is important for people to be in control of the technology that is literally controlling their lives."

-Aloe Blacc



What will you create?



Welcome to our

HOUR
OF
CODE

C O
D E

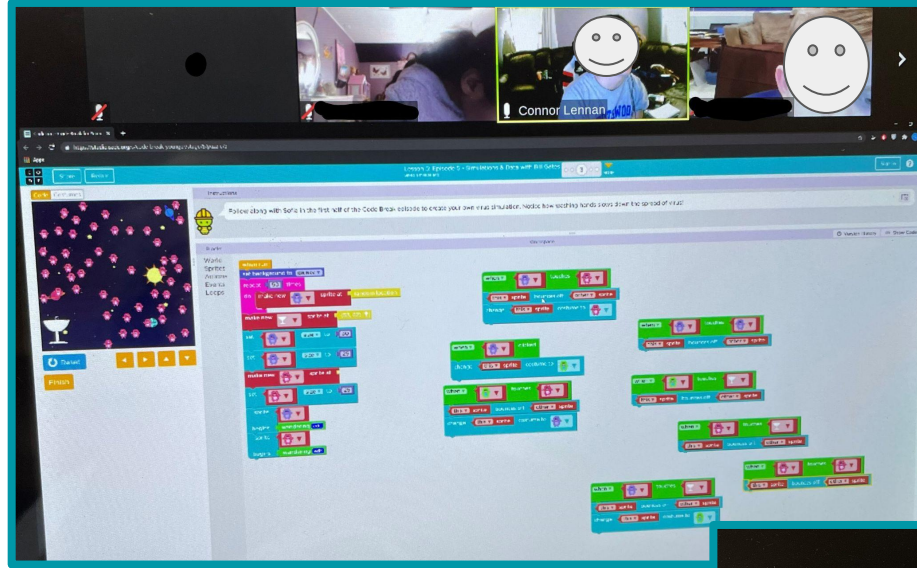
Big Event Dance Party

2018

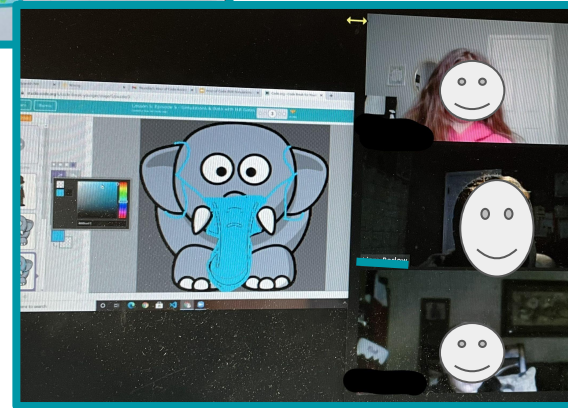
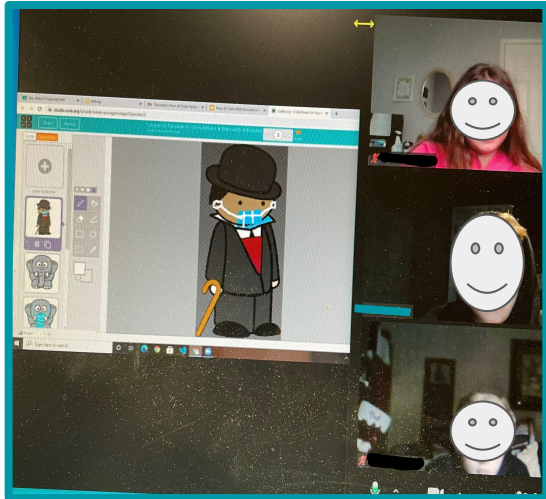
@pcteachershs



Hour of Code 2020



Code.org Outbreak Simulator



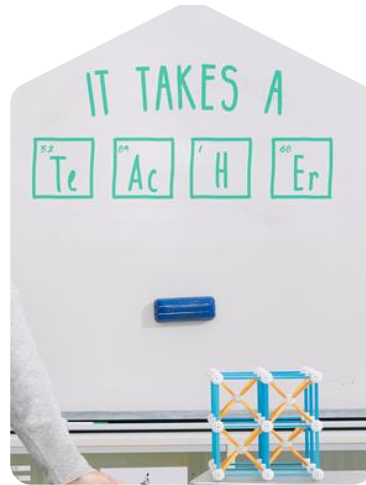
Hour of Code 2021



Code the Bot



Hour of Code



From Idea to Reality

How Tech Products Get Made



Hour of Code 2024



Invite special guests - Google



Hour of Code 2024



Invite special guests – imagiLabs



Read CSEdWeek Fun Facts During Morning Announcements

- This week we are celebrating Computer Science Education Week in honor of Ada Lovelace's birthday which is on Saturday December 10th. She was born in 1815 over 200 years ago. In 1852 Lady Ada Byron Lovelace wrote the very first computer program for Charles Babbage's second computer, the Difference Engine.
- We also honor Grace Hopper, who's birthday is on December 9th, 1906. She is famous for finding the first bug in a computer program.
- The first mechanical computer, The Babbage Difference Engine, was designed by Charles Babbage in 1822. That was 200 years ago. It ran on gears and wheels and is the basis for the modern computer we all use today. It weighed over 700 pounds, which is a lot heavier than our Chromebooks.
- 152 years after the first computing machine was invented, in 1974 the first personal computer, the Altair was invented for the home.

Read CSEdWeek Fun Facts During Morning Announcements

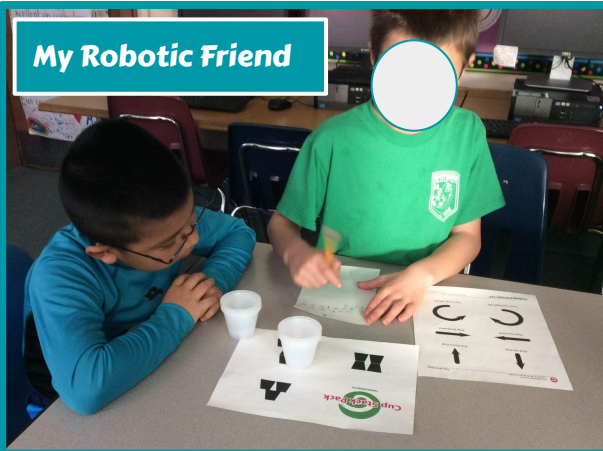
- It was the first computer to use a microprocessor. It didn't have a monitor, you had to hook it up to your television. The best part of this computer is that you could play games like Zork on it.
- In 1972 Atari released the first video game. Pong is a black and white table tennis video game. It has two little white rectangle paddles that hit a ball across the screen.
- It came with two joysticks and just like the other early computers, you had to hook it up to your television screen to see the game.
- The first Apple computer was created in 1976 and was made out of wood. It did not have a monitor, you had to hook it up to a black and white television.

Read CSEdWeek Fun Facts During Morning Announcements

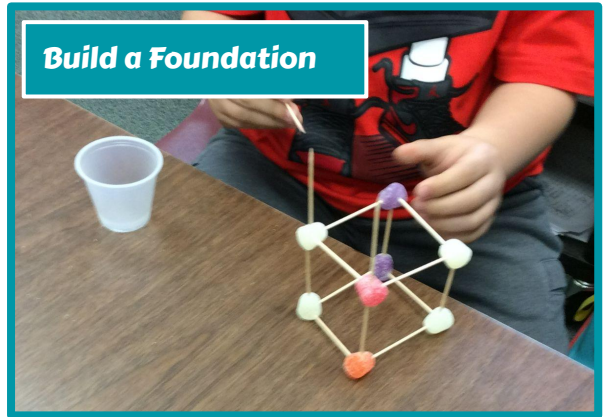
- In 1981 Microsoft and IBM partnered up and released a home computer that ran Microsoft DOS. You had to type commands into the keyboard to run the programs. There weren't any icons or mouse.
- In 1984 Apple's Macintosh was created for home and school. The Macintosh had a color monitor, icons and a mouse.
- Today, every student in New Jersey takes a computer science class and learns how to program a computer. Our students learn block based coding, Coffee Script which is a form of JavaScript, and Python.
- We also use micro:bits and robots to teach us about how computers and networks work.

Unplugged Activities Teach Key Concepts and are Always Fun

My Robotic Friend



Build a Foundation



Tynker
For Schools

Get Ready for an Hour of Code with Tynker & NASA ✨

It's our favorite time of year, leading up to the Hour of Code kick-off during Computer Science Education Week (December 6-12 this year). For the next few weeks, we get to celebrate with our friends at NASA! [Join us](#) for exclusive PD training sessions, new space-themed projects, and LIVE chats with NASA experts.

TRY OUR FREE HOUR OF CODING ACTIVITIES

CODEMONKEY JR. PRE-K & K BLOCK-BASED 4-6 year olds will use block coding to help a monkey catch bananas and unlock treasure.	BEAVER ACHIEVER GRADES 1-1 BLOCK-BASED Students will use block coding to help a beaver with fun and engaging tasks.	SPACE ADVENTURE GRADES 2+ COFFEESCRIPT Students will write real code while helping a monkey astronaut catch bananas in space!
DODO DOES MATH GRADES 2+ COFFEESCRIPT	CODING ADVENTURE GRADES 2+ COFFEESCRIPT	BANANA TALES GRADES 6+ PYTHON Students will learn Python as they help a baby

FAMILY CODE NIGHT

A School-Wide Family Learning Event, Online!

Attend Appleby's Family Code Night from home!

A free, fun and valuable experience for you and your K-5 children. No sign up, no coding experience needed. Just join the LiveStream!

Tuesday, December 1st 7:00 pm
<http://bit.ly/nationalfamilycodenight>

What is Family Code Night?

Click the Video to Learn More

"My kids had a blast tonight! Thank you so much! It was a joy to see them work together on the puzzles! Thanks!"

-Taryn

CS is Elementary hosts a virtual Family Code Night in partnership with Infosys Foundation. They will also provide you all the materials you need to host an in-person event.

In the News

 Spotswood's Appleby School Participates in an Hour Of Code

 Appleby's Family Code Night Aims To Broaden Appeal Of Computer Programming

 Appleby's First Family STEAM Nights A Thought Provoking Success

 Spotswood's Appleby School Kicks Off Computer Science Education Week

 Appleby's Family STEAM Nights A Hit | Milltown/Spotswood, NJ News TAPinto

The logo for 'Hour of AI' is displayed in a white box. 'Hour' is in a bold, black, sans-serif font. 'of' is in a smaller, lowercase, black, sans-serif font. 'AI' is in a large, bold, black, sans-serif font, with a vertical rainbow gradient bar integrated into the letter 'I'.

Hour
of AI

Planning Event Steps



WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

Register your event

Click to Learn more

csforall.org/en-US/hour-of-ai/how-to/k-12educator



Register your event

Registration helps us track impact and your event may be featured on our website!

Register your event

WE SHIFT WHAT'S NEXT

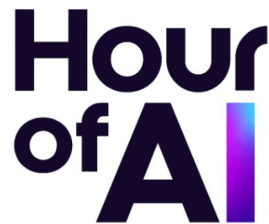
Learn more at HourofAI.org

Browse the Resources Provided

Hour of AI offers slides, handouts, posters, emails, stickers and more to help make your activities a success!

Resources for the Hour of AI

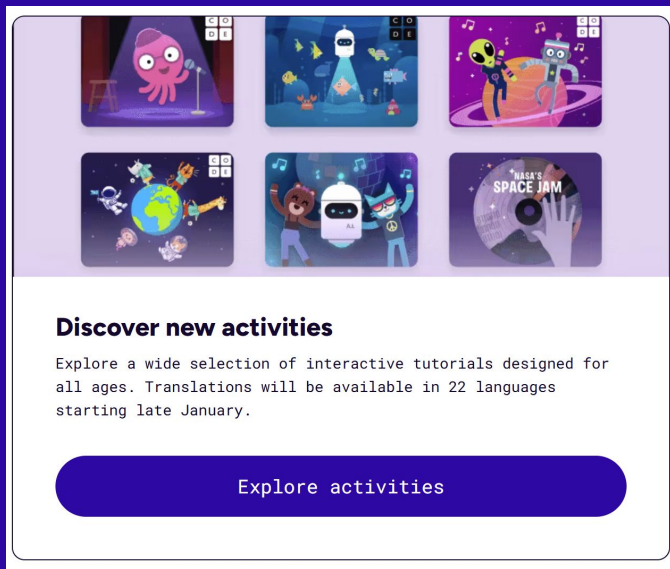
Find all the resources you need for your Hour of AI. Not sure where to begin? Start with our [how-to guide](#) for hosting the Hour of AI!

[Handouts](#)[Slides](#)[Posters](#)[Stickers](#)[Emails](#)[Logos](#)[Click to Learn more](#)

csforall.org/en-US/hour-of-ai/resources

Choose your activities

Explore the coding activity library and choose one based on your group's age, experience, interests and more.



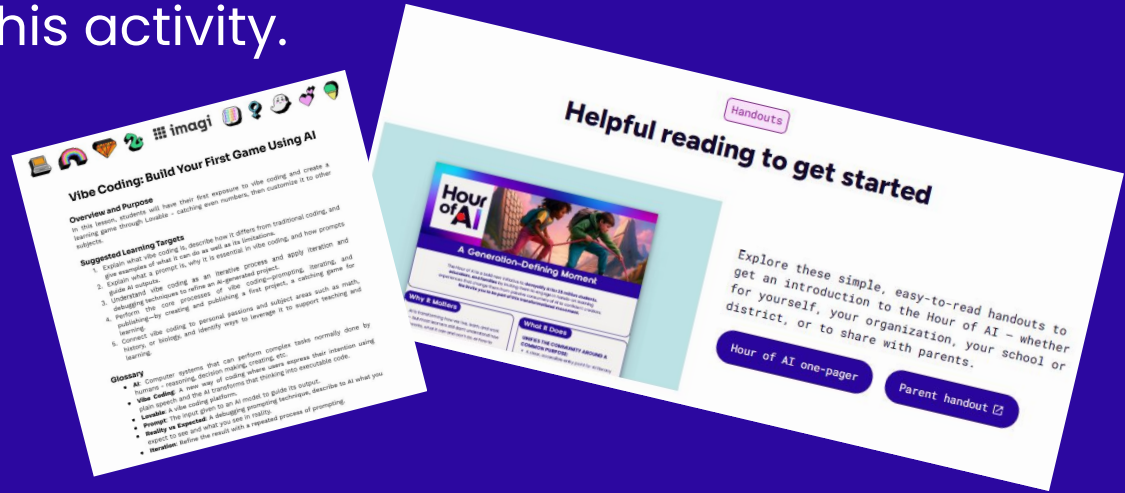
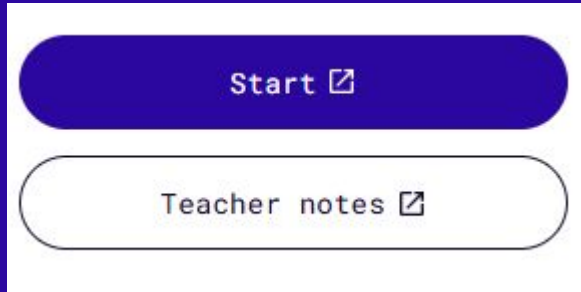
Select a coding activity

Filter and browse activities based on your needs

Age ^	Topic ^	Activity Type ^	Accessibility ^	Classroom Technology ^
☐ 5 and under	☐ Art, Media, Music	☐ Game or app	☐ Captions	☐ Digital Tool
☐ 6-8	☐ Computer Science	☐ Lesson plan	☐ High-contrast	☐ Generative AI
☐ 9-12	☐ Language Arts	☐ Professional learning	☐ Keyboard navigation	☐ Robotics
☐ 13-18	☐ Library		☐ Screen reader	☐ Unplugged
☐ Educators	☐ Math	Length ^	☐ Text-to-speech	☐ Webcam
☐ Parents or community members	☐ Science	☐ Beyond an hour		
	☐ Social Studies	☐ One hour		
		☐ One hour with follow-on		
				Language v

Utilize Resources with Teacher Notes

Most, but not all, activities have **Teacher Notes**. The note format will vary based on the activity creator, but they should offer you instructional resources such as slides or pacing guides to support you as you implement this activity.



Activities

CSforALL

Initiatives ▾Take Action ▾Hour of AI ▾News & Resources

Get Involved

Explore Hour of AI Activities

Hour of AI ActivitiesLegacy Hour of Code Activities

Search...

Age

☐ 5 and under

☐ 6-8

☐ 9-12

☐ 13-18

☐ Educators

☐ Parents or community members

Topic

☐ Art, Media, Music

☐ Computer Science

☐ Language Arts

☐ Library



Mix & Move with AI

Code.org

Design your own dancer, code a music remix, and choreograph a dance – all in one experience! Students explore three creative stages, using AI prompts to spark inspiration and coding concepts to



Minecraft Hour of AI: The First Night

Minecraft Education

Survive your first night in Minecraft with an AI helper that needs your guidance! Teach it to recognize resources, craft tools, and



AI Quests

Google

AI Quests is a gamified, in-class learning experience, which allows students to step into the shoes of Google researchers using AI to solve real-world challenges.



Exploring AI with Scratch Face Sensing Blocks

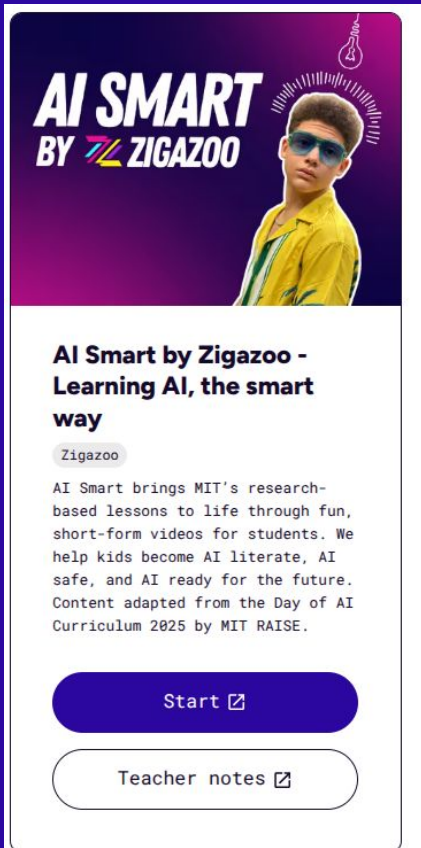
Scratch Foundation

Use Scratch Face Sensing blocks to control a game with a face tilt, draw with your nose, create face filters, and

WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

Activities

A promotional card for 'AI Smart by Zigazoo'. The top half features a purple-to-pink gradient background with the text 'AI SMART BY ZIGAZOO' in white and yellow. Below the text is a photo of a young boy wearing blue sunglasses and a yellow shirt. The bottom half has a white background with the title 'AI Smart by Zigazoo - Learning AI, the smart way' in bold black text. Below the title is a small 'Zigazoo' logo. A paragraph of text describes the program as research-based lessons from MIT adapted for the Day of AI. At the bottom are two buttons: a purple 'Start' button and a white 'Teacher notes' button, both with external link icons.

**AI SMART
BY ZIGAZOO**

**AI Smart by Zigazoo -
Learning AI, the smart
way**

Zigazoo

AI Smart brings MIT's research-based lessons to life through fun, short-form videos for students. We help kids become AI literate, AI safe, and AI ready for the future. Content adapted from the Day of AI Curriculum 2025 by MIT RAISE.

Start

Teacher notes

Designed to
integrate seamlessly
with Day of AI lessons
or can function as
standalone activities.

Dance Party AI Edition

Learn about:

- AI concepts to create your own virtual dance party
- With dozens of songs to choose from, reach every student no matter their music taste.



AI for Oceans

Learn about:

- AI
- machine learning
- training data
- bias

While exploring:

- ethical issues
- how AI can be used to address world problems



Music Lab Jam Session

Learn about:

- AI
- Students remix tracks from popular artists
- Code basics such as sequencing, and exploring AI-driven beat creation
- Explore how AI can be used to address world problems



@teachcode



Activities Age 5 and Under/Over



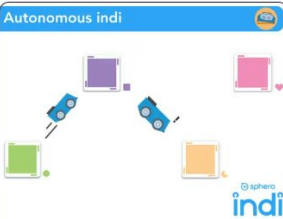
What is AI? For Early Childhood Students

Day of AI

This activity introduces children (ages 5-7) to Artificial Intelligence in a developmentally appropriate manner! Students explore the difference between artificial and natural items and learn how machines act "smart" by using sensors and more!

[Start](#)

[Teacher notes](#)



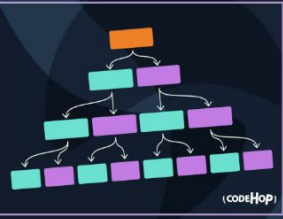
Autonomous indi

Sphero

Students are exposed to the idea of training models in the context of autonomous driving by "training" their indi robot to navigate a set path.

[Start](#)

[Teacher notes](#)



Sorting with Decision Trees

CodeHop

Students learn how computers make choices by using a handout to create simple decision trees. They sort pictures into yes/no branches, reflect on how they acted like a computer, and see how rules help AI recognize patterns.

[Start](#)

[Teacher notes](#)

Activities Age 6 – 8



Mix & Move_{AI}
with AI

Mix & Move with AI
Code.org

Design your own dancer, code a music remix, and choreograph a dance – all in one experience! Students explore three creative stages, using AI prompts to spark inspiration and coding concepts to customize their final project. No prior experience needed!

Start 

Teacher notes 



LEGO® Education: Modeling Machine Learning
LEGO® Education

This activity uses hands-on materials, imaginative play, and iterative development to demystify Artificial Intelligence and machine learning models. Students build and “train” a model of an animal to understand how computer scientists train a computer.

Start 

Teacher notes 



Scratch + AI: Spot the Snow Leopards
Coco Coders

Discover how AI can spot animals in photos and see how scientists use it to track snow leopards in the wild. Then jump into Scratch to build your own AI project that identifies animals.

Start 

Teacher notes 

Activities Age 6 – 8



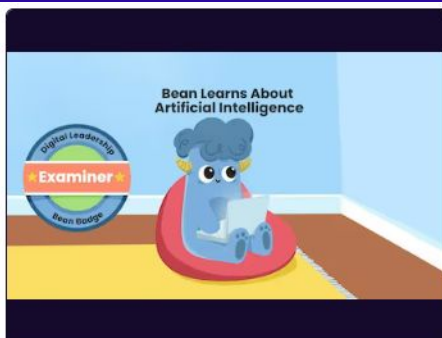
Two Truths & AI

Common Sense Media

Two Truths & AI is an interactive digital literacy game that teaches students to identify AI-generated content and develop critical media literacy skills.

[Start](#)

[Teacher notes](#)



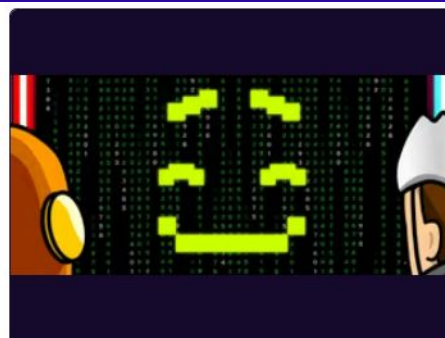
Bean Learns About Artificial Intelligence

Seesaw Learning

Students will learn how to be digital leaders when using Artificial Intelligence tools. Activities include whole group discussion, partner work, and independent practice.

[Start](#)

[Teacher notes](#)



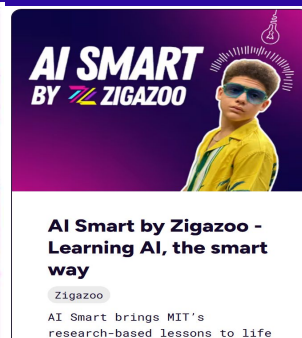
BrainPOP's AI Dilemma: Helper, Hinderer, or Hero?

BrainPOP

Students will analyze examples of AI in daily life and categorize them as a Helper (beneficial), Hinderer (problematic), or Hero (life-changing) to critically evaluate their societal role using BrainPOP's movie and Artificial Intelligence.

[Start](#)

[Teacher notes](#)



AI SMART
BY ZIGAZOO

AI Smart by Zigazoo - Learning AI, the smart way

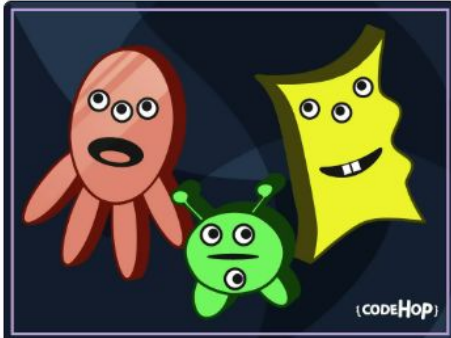
Zigazoo

AI Smart brings MIT's research-based lessons to life through fun, short-form videos for students. We help kids become AI literate, AI safe, and AI ready for the future. Content adapted from the Day of AI Curriculum 2025 by MIT RAISE.

[Start](#)

[Teacher notes](#)

Activities Age 6 – 8



Machine Learning: What is a Blorp?

CodeHop

Students act like AI to recognize "Blorps" by finding patterns in data, then design their own alien species. They will learn how machine learning works and explore how computers use data to make decisions.

Start

Teacher notes



What is AI (3-5)

Seesaw Learning

Through a comic, interactive activities, and reflection questions, they learn how AI works, when to use AI tools, and how to use it safely and responsibly.

Start

Teacher notes



What is AI (K-2)

Seesaw Learning

Through a comic, interactive activities, and reflection questions, they learn how AI works, when to use AI tools, and how to use it safely and responsibly.

Start

Teacher notes



Engaging With AI (K-2)

Seesaw Learning

Students will explore how we engage with AI when it provides content and recommendations. Through a comic, interactive activities, and reflection, students recognize when AI is being used, and evaluate its accuracy.

Start

Teacher notes

Activities Age 9 – 12



Exploring AI with Scratch Face Sensing Blocks

Scratch Foundation

Use Scratch Face Sensing blocks to control a game with a face tilt, draw with your nose, create face filters, and more! Test for false negatives or positives.

[Start](#)

[Teacher notes](#)



AI Future Innovators Quest

MagicSchool AI

AI Future Innovators Quest is an interactive MagicSchool lesson for ages 9-12. Students learn what AI is, how it works, and ethical use through fun challenges, inventing and pitching AI ideas—all inside the platform.

[Start](#)

[Teacher notes](#)



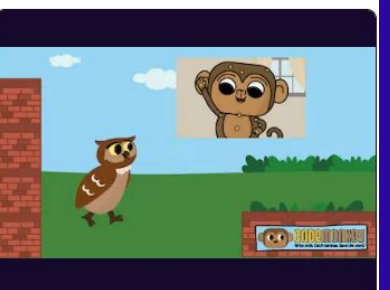
Creative Coding with Python and AI

imagi

In this activity students learn Python basics while making their own pixel art. An AI Debugging Buddy guides them safely, helping fix code, build confidence, and use AI responsibly.

[Start](#)

[Teacher notes](#)



AI is a Hoot

CodeMonkey Studios

Train an AI to recognize your poses! In this block-based coding activity, students use Teachable Machine, incorporated directly into the course, then program an owl to respond by jumping, shrinking, and more based on real-time movements.

[Start](#)

[Teacher notes](#)

WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

Activities Age 9 – 12



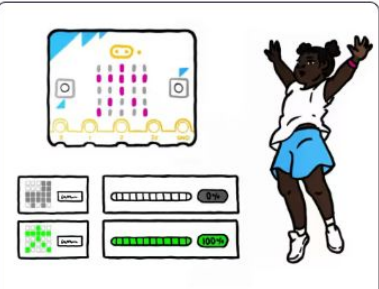
Balancing Act

Tynker

Balancing Act is a beginner activity where students design a webcam-controlled game using physics-engine blocks, AI pose detection, and loops. The challenge involves balancing a ball on a moving platform using head movements.

[Start](#)

[Teacher notes](#)



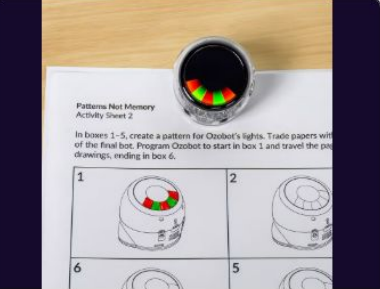
micro:bit CreateAI taster lessons

Micro:bit Educational Foundation

Two lessons introducing the concepts of AI and machine learning using physical computing with micro:bit CreateAI.

[Start](#)

[Teacher notes](#)



Patterns Not Memory: How LLMs Work

Ozobot

Students use skip counting as a way to identify patterns and make predictions. Then, they program Ozobot to complete a pattern to understand how LLMs work.

[Start](#)

[Teacher notes](#)



How Does AI Work?

Girls Who Code

This 10-lesson unit, with plugged and unplugged activities, helps learners explore how AI works—from pattern recognition to model training—while examining real-world impacts. In the finale, they build models that solve problems from their own lives

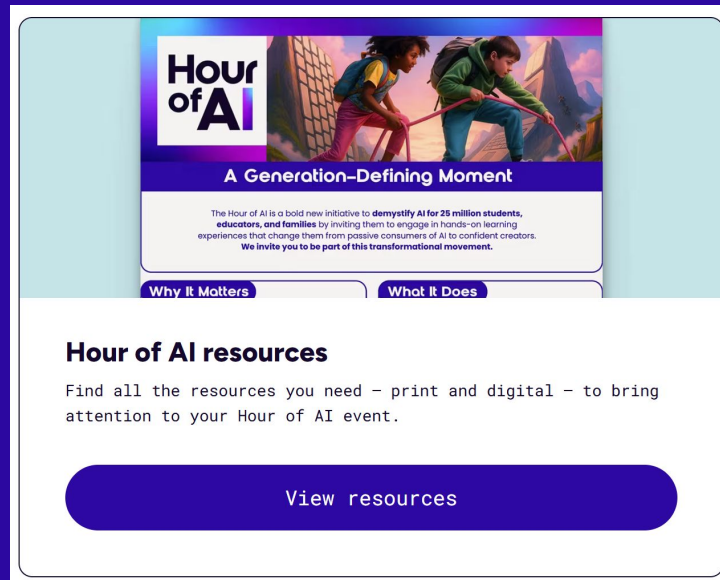
[Start](#)

[Teacher notes](#)

Resources to help you spread the word!

Code.org has all the resources to help you share your Hour of AI

- Informational one-pager
- Inspirational videos
- Posters
- Templates for outreach



Who Doesn't Love Stickers?



WE SHIFT WHAT'S NEXT

Learn more at HourofAI.org



Hour of AI Event Ideas

WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

Hour of AI Event Ideas

Classroom

Engage your students with an activity or allow them to explore an activity that interests them!

Encourage other teachers to sign up as well or make it a school wide event!

After School

Host an after school event for students to complete an Hour of AI activity.

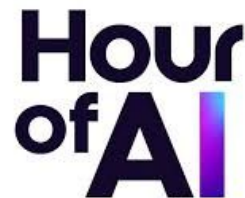


Family Event

Engage families and the even the community with an event where everyone completes an Hour of AI!

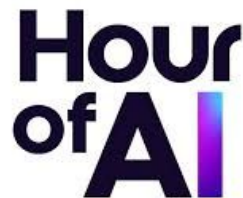
Pick a time that works for your class or school

- Computer Science Education Week (Dec. 7–13) is a popular choice
- But the Hour of AI can happen anytime throughout the year



Set your event up for success

- Choose a space that fits your students and available tech
- Run activities with or without computers
- Preview the activity and teacher guide so you feel confident
- Decorate with posters and build excitement
- Invite the community to join in with [email templates](#)



District Tip

- Encourage teachers in your building/district to explore the adult-facing activities in the catalog so they can do some learning of their own
- Share with parents or guardians
- Invite middle school, high school, former students or community members to participate/assist
- Hand out stickers



Join The Movement



WE SHIFT WHAT'S NEXT

Learn more at HourofAI.org

Other CodeAI Resources

Educational short videos

Code.org's growing library of educational videos is available for re-use by educators worldwide, online or in classrooms. Our goal is to amplify our efforts beyond our own curriculum's reach.



cs journeys

Explore the wide world of computer science with your students

@teachcode



Artificial intelligence isn't magic... It's just code!

Demystify artificial intelligence (AI) by learning how it's changing the ways we live, work, and learn.

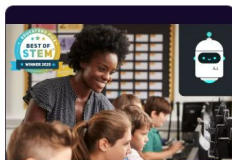


AI 101 - Bringing AI to the Classroom

[Code.org](#)

Bring AI to your students. Evaluate tools, use inclusive strategies, and integrate AI concepts into your lessons.

Start



AI 101 - Ensuring a Responsible Approach to AI

[Code.org](#)

Use AI responsibly in education. Understand ethics, bias, and privacy to ensure safe, informed classroom use.

Start

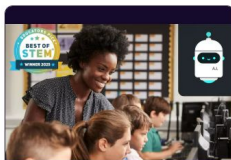


AI 101 - Introducing AI for Educators

[Code.org](#)

Explore how AI is changing education. Learn its benefits, risks, and why AI literacy matters for both educators and students.

Start

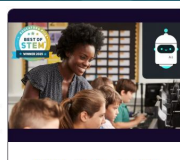


AI 101 - Transforming Teaching with AI

[Code.org](#)

Learn to use AI to enhance teaching. Explore key principles, tools, and strategies for effective classroom integration.

Start

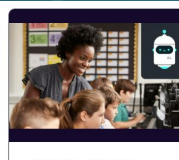


AI 101 - Understanding AI

[Code.org](#)

Build a foundation in AI. Understand what it is, how it works, and its impact across fields.

Start



AI 101 for District Leaders

[Code.org](#)

This professional learning module is designed to introduce you to AI and its impact on your role as a district leader.

Start

@teachcode



Additional Resources

- [Day of AI](#)
- VisionsbyVicky – [Teaching AI Starting in \(Pre\)K-2](#)
- [Micro:bit AI](#)
 - [micro:bit webinar](#)
 - [Introduction to AI | micro:bit](#)
- [AI Adventure Time: Sparking Curiosity in Young Learners Infosys Foundation Webinar](#)

Questions?

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[Teach Me For Tomorrow](#)

WE SHIFT WHAT'S NEXT

Learn more at [HourofAI.org](https://hourofai.org)

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New Jersey CSPDWeek

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