**Digital Classroom**

* Code.org (<https://code.org/>)
	+ Curriculum (<https://studio.code.org/courses?view=teacher>)
	+ Courses
	+ Lesson plans
	+ Teacher and student accounts
* Scratch (<https://scratch.mit.edu/>)
	+ Scratch for Educators (<https://scratch.mit.edu/educators/>)
	+ Request a teacher account. It takes about 24 hours
	+ Create student folders and monitor their work
	+ You can share projects with students.
	+ Students can share projects with each other
* Codecademy (<https://www.codecademy.com/>)
	+ Easy to use platform with multiple programming languages
	+ Some have costs
* Tynker (<https://www.tynker.com/>)
	+ Especially for younger grades
	+ Interactive and fun
* Khan Academy (<https://www.khanacademy.org/computing/computer-programming>)
	+ Mostly free with cost and/or donation
	+ Multiple languages

**Massive Open Online Courses (MOOCs)**

* Mostly free complete courses
* Certificate at minimum cost
* Great way to acquire skills with online course
	+ A list of 75 MOOCs for teachers and students (<https://www.teachthought.com/archived/list-75-moocs-teachers-students/>)
	+ Another list (<http://www.mooc.ca/providers.htm>)
	+ Coursera (<https://www.coursera.org/>)
	+ Udemy (<https://www.udemy.com/>)
	+ edX (https://www.edx.org/)

**Other Resources**

* IXL (<https://www.ixl.com/>)
	+ Great for homework and exra practice of all subjects
	+ Requires school/teacher licence
	+ Great monitoring tools to see where students struggle
* Google for Education (<https://edu.google.com/k-12-solutions/g-suite/?modal_active=none>)
	+ Interactive and collaborative for both teachers and students
	+ Easy to use and track activity
* Hooda Math (<http://www.hoodamath.com/games/>)
	+ Games with great mathematical lessons
* Language Arts teaching resources (<https://americanenglish.state.gov/>)