

# mouse\_



**Technology with Purpose**

Last year Mouse positively impacted more than 60,000 students nationwide.

- 1,108 Educators provided with PD
  - 74% women, 24% men
- 64% of Mouse students are in schools with a FRL of 70% or higher
- 40% of Mouse students are girls/young women
- 48% of Mouse students are Latinx or African American.



powering creativity

## FOR EDUCATORS

### Mouse Create

An online learning platform designed to support educators with lesson plans, 13 different STEM and Creative Computing courses, and the ability make custom playlists, review student work, and award badges.

### Learning Design

We design STEM & creative computing content for educators.

### Educator Training

We train and support K-12 educators in every context to teach computer science and STEM from introductory to advanced levels.

## FOR YOUTH

### Mouse Create

A low cost online learning platform designed for young people to build the skills they need to apply design and technology creatively to the world around them.

### Mouse Spark

A free version of our platform with all the platform functionality

mouse **create**

## **Mouse** Learning Activities are...

- **Aligned to specific, measurable learning outcomes**
- **Playful, Active, Social**
- **Constructionist & Experiential**
- **Learner-Centered & Engaging**
- **Accessible**
- **Aligned to Mouse Mission**
  - **Mouse empowers students to create with technology to solve real problems and make meaningful change in our world.**

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## Mouse Courses



Circuitry & Electronics



Design with Purpose



Green Tech



IT Essentials



Serious Games



Tech Team



Web Literacy



Coding



Digital Portfolios



IT Admin



Intro to Design



Sewable Tech



Video Creator

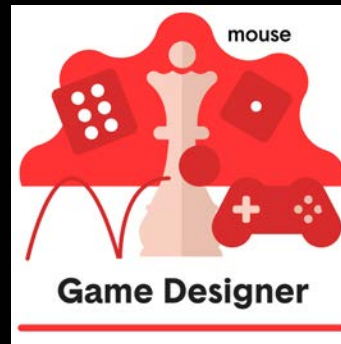
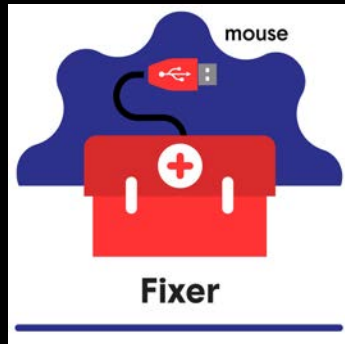
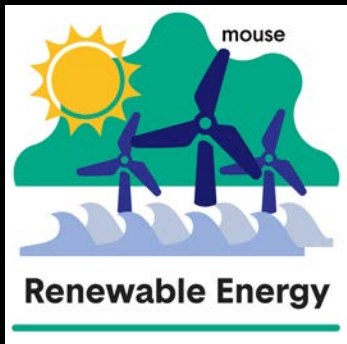
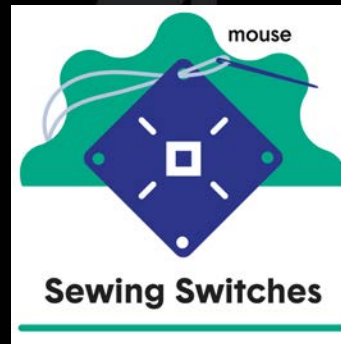
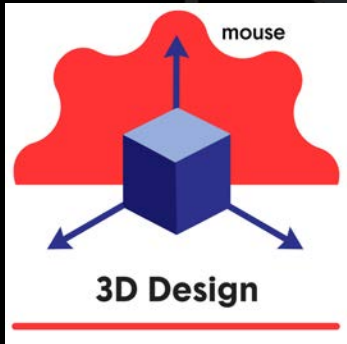


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More than 160 hands-on projects across 30+ competency areas, including design, circuitry, coding, games, sewable tech, and more. Educators create custom playlists that meet their learning goals or choose from our in depth lesson plans.

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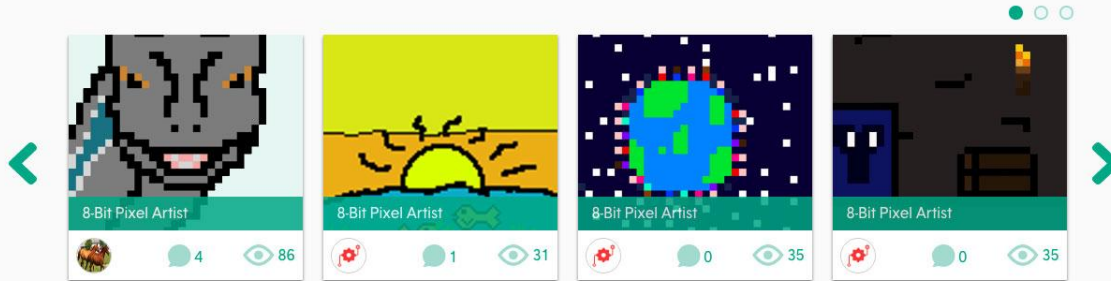
## Digital Badges

Students 13+ earn digital badges for completing a series of projects; Can be shared on LinkedIn, the Common Application and to build a digital resume.



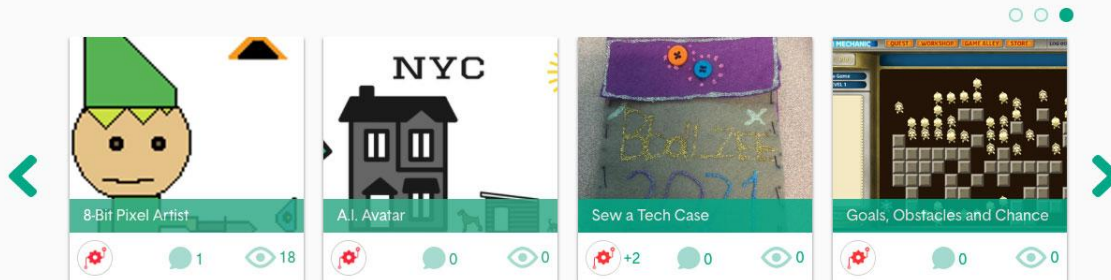
## November MicroProject Winners

Here are the winners and honorable mentions for last month's challenge: 8-Bit Pixel Artist.



[View More Featured Work](#)

## All Gallery Work



[View More Gallery Work](#)

## Project Gallery

All Microproject submissions featured in the Project Gallery

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## \*October Microproject: Jingle Jam\*

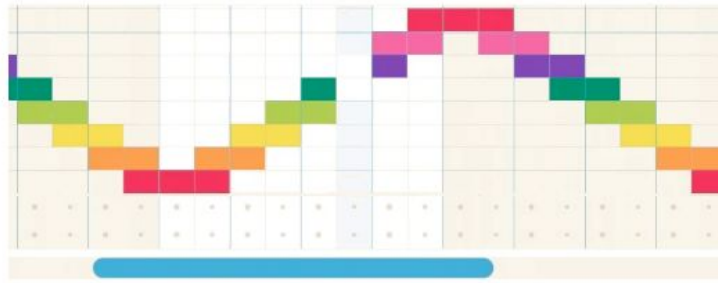
Facilitation Notes ☐ OFF

### Step 1: Intro



#### SONG MAKER

Re



Few creative genres blend art and new technology as readily as music. Musicians are always inventing, improvising and improving ways to create and distribute music. Today musicians and music enthusiasts use the internet to share music more easily than ever before, and to make music making software more accessible for everyone. This month we want you to give one of these music making tools a try.

### 1 Intro

### 2 Choose a tool

### 3 Working in Song Maker

### 4 Examples

### 5 Share your song

*This step has required tasks.*

## MicroProjects

Monthly competition where students complete a project using a web based tool; Submissions are judged by Mouse staff and are eligible for prizes and special recognition

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## Standards Alignment

- All of our projects are aligned to the following:  
Common Core, ISTE and NGSS or K12 CS Framework
- For a complete list of projects and their standards alignments, please click [here](#).
- Our projects can enhance learning in many classrooms, including Science, Technology, Art, English, and Social Studies.

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## Professional Development

- Scratch Junior (Grade K-2)
- Scratch Creative Computing (Grades 3-8)
- Code.org CS Fundamentals (Grades K-5) (NY Only)
- Google CS First (Grades 4-8)
- Mouse Create (Grades 6-12)
- Code.org CS Discoveries (Grades 6-10) (NY Only)
- Exploring Computer Science (Grades 9-12)
- Code.org AP Computer Science Principles (Grades 9-12) (NY Only)





powering youth

## As a result of Mouse, youth report:

88%



Increased  
creativity

86%



Improved  
problem  
solving skills

81%



Improved  
communications,  
leadership, and team  
building skills

71%



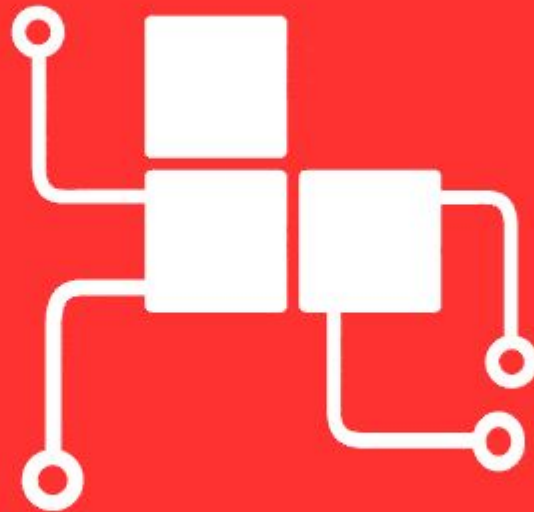
More motivated  
to pursue a  
career in STEM



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Tag Tag Revolution

<dance>



</dance>

**WELCOME TO THE INTERNET**

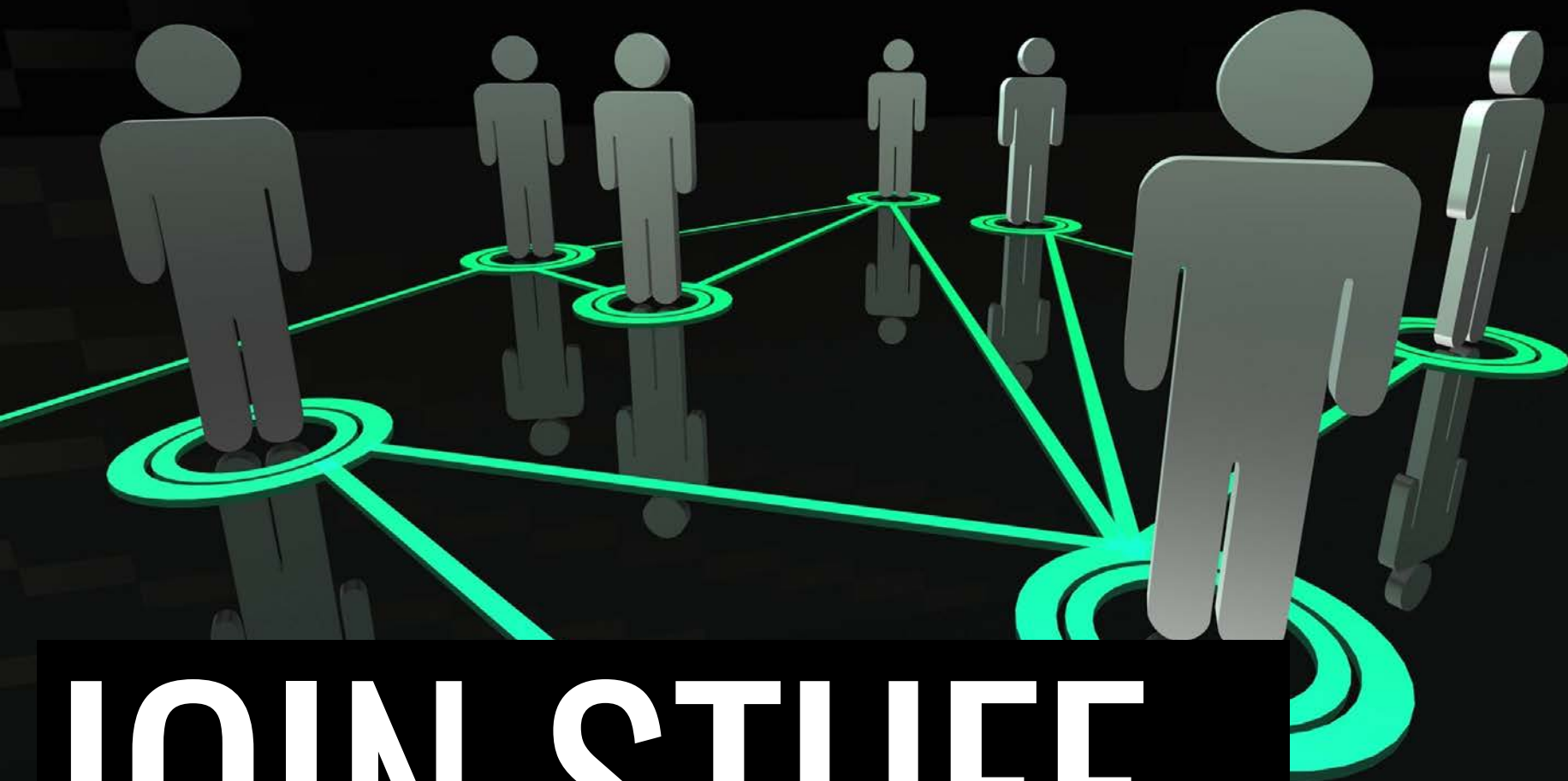


**WHAT IS THE INTERNET FOR?**



# WATCH STUFF...





**JOIN STUFF...**

BUY ALL THE  
THINGS!



**BUY STUFF...**

**WATCH STUFF**

**+ JOIN STUFF**

**+ BUY STUFF**

**= INTERNET USERS**





~~WATCH STUFF~~

~~≠ JOIN STUFF~~

~~≠ BUY STUFF~~

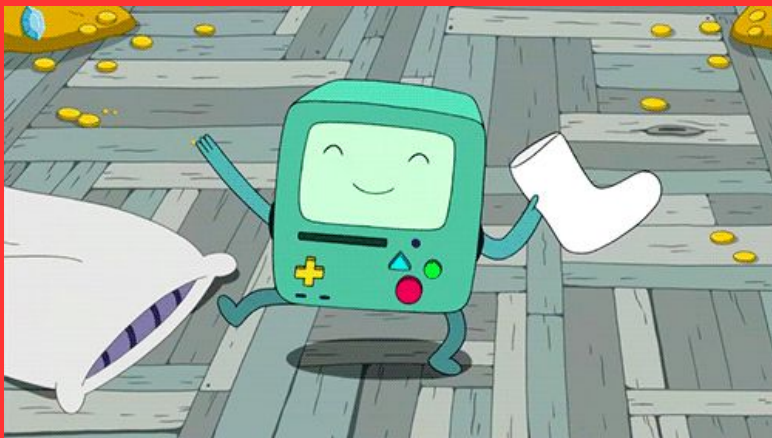
~~= INTERNET USERS~~



**BUILD + CODE  
EXPLORE + TALK BACK  
SHARE + COLLABORATE  
= WEB MAKERS**



# WELCOME TO WEB MAKING!!!





# HTML?!



HEY!

HEY YOU!

WHAT IS A <TAG>? (just guess!)



**WHOA YOU ARE BRILLIANT!!!!!!**



# <HTML TAGS>

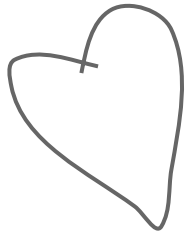
**<TAGS> TELL THE  
INTERNET WHAT YOUR  
WEBSITE SHOULD LOOK  
LIKE AND HOW IT  
SHOULD BEHAVE**

OK SO WHAT DO YOU DO IF YOU  
ARE STANDING BETWEEN THESE 2  
TAGS?

<CLAP>



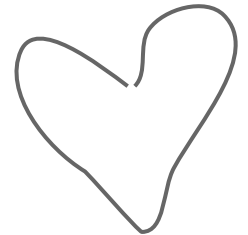
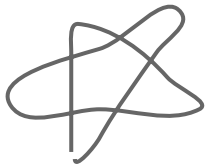
</CLAP>



**<CLAP>**



**</CLAP>**



**WHOA YOU ARE STILL BRILLIANT!!!!!!**





**BUT ENOUGH TALKING ABOUT  
TAGS...**

To play Tag Tag Revolution, we will need 2 volunteers: the Open Tagger and the Close Tagger.

- **The Open Tagger** volunteer will hold the <clap> open tag
- **The Close Tagger** will hold the </clap> close tag

When the music starts:

- The Taggers will start walking around the circle, like in musical chairs.

When the music stops:

- Each Tagger will give their tag to the closest person in the circle.
- Everyone that is standing BETWEEN the open and close tag should do whatever the tag says!

**Keep going, using the next open & close tags, until you have a crazy tag dance party!**

**PRETEND TAGS:**

**<CLAP>**



**</CLAP>**



SO REAL

**REAL TAGS:**

**<STRONG> Big Bold Words </STRONG>**

SO REAL

**REAL TAGS:**

<STRONG> **Big Bold Words** </STRONG>

<em> *Italicsy Words* </em>

SO REAL

**REAL TAGS:**

<STRONG> **Big Bold Words** </STRONG>

<em> *Italicsy Words* </em>

<STRONG> <em> ***Bold + Italics!*** </em> </STRONG>



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Mouse empowers all students to use  
technology as a force for good.

#TechwithPurpose  
Mouse.org



julia@mouse.org  
THANK YOU!!!!