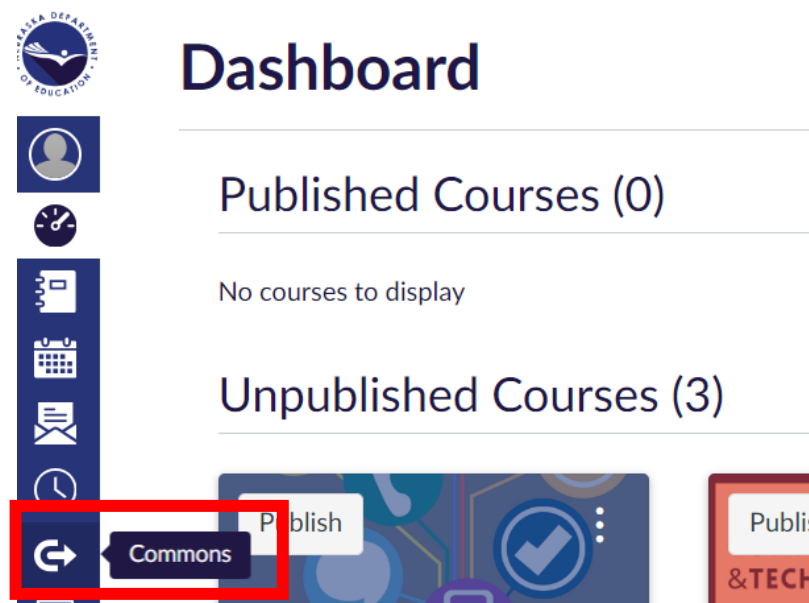


Accessing the NDE's new Computer Science and Technology Canvas Course

The NDE's new Computer Science and Technology Canvas course is available to all teachers. There are two different ways to access this course, depending on if your school district has provided you with a Canvas account.

For Canvas districts:

If you are in a Canvas district, start out by logging into your Canvas account. From the homepage, select "Commons."



Next to the search bar at the top of the following screen, click on the "Filter" button.



At the bottom of the Filter pop-up, select the “Shared With: Nebraska Districts, ESU’s, & NDE” radio button.

- Shared With**
- All (Includes Public Resources)
 - Nebraska Department of Education
 - Nebraska Districts, ESU's & NDE

Now, you can search for “computer science” and the new course will be displayed.

Search

The screenshot shows a search interface. At the top, a search bar contains the text "computer". Below the search bar is a "Clear filters" link. Underneath, there is a filter tag that says "Nebraska Districts, ESU's & NDE" with a close button (X). Below the filter tag, it says "1 result". The result is a course card with a blue header that says "COMPUTER SCIENCE" and a blue icon of a computer monitor. Below the header, it says "COURSE" and "Introduction to Computer Science and Technology".

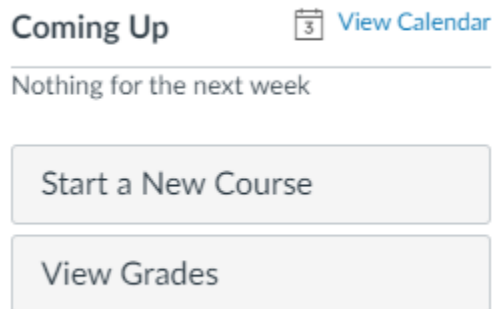
Once you select this course, you may import the entire course or selected modules into a course or courses that you have created.

For non-Canvas districts:

If you already have a Canvas account, start by logging in. If you do not have a Canvas account, you can sign up for a free account at the following link. It is important to note that if you are using a free Canvas account, you will not be able to roster students into this course and will instead use this course as a structured repository of resources that you can download and use in your classroom as best works for you.

<https://www.instructure.com/try-canvas>

Once logged in and at your Dashboard, click the “Start a new Course” button in the top right.

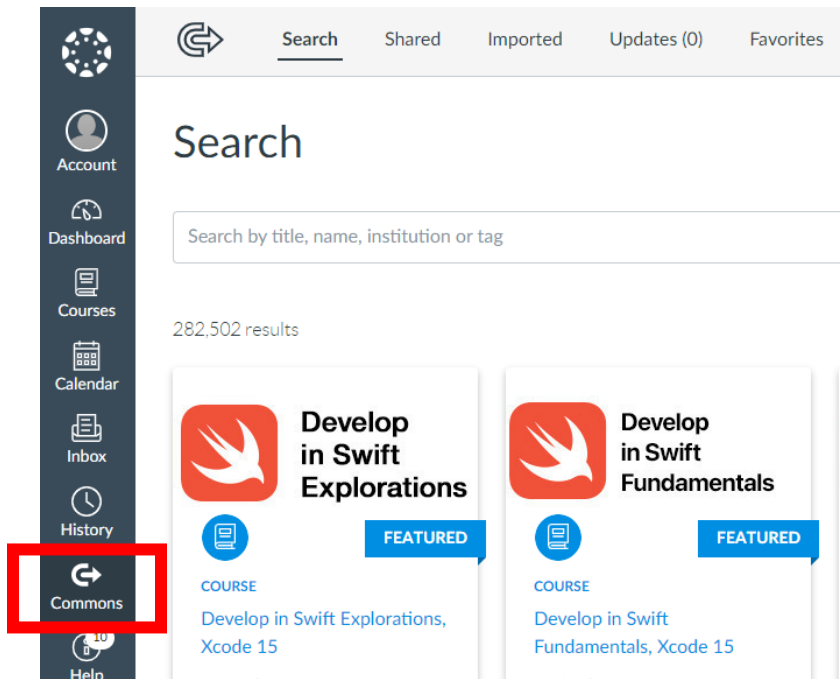


You will start by naming your course. The information you enter in these fields will only be seen by you, so you may call it whatever you'd like.

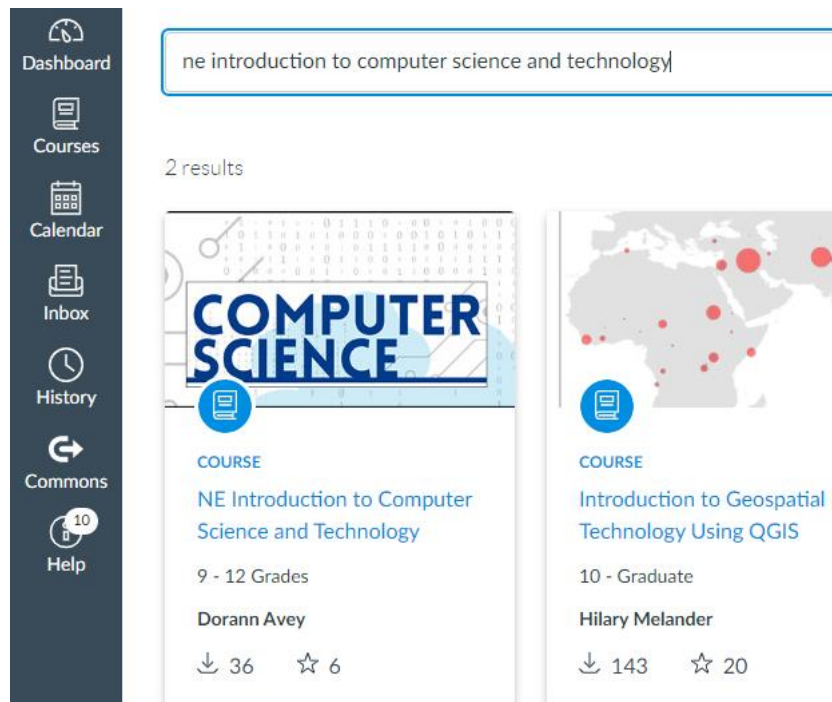
A screenshot of the 'Create Course' dialog box. The title is 'Create Course' with a close button (x) in the top right. Below the title is a 'Course Name' label and a text input field containing 'Computer Science'. At the bottom right, there are two buttons: 'Cancel' and 'Create'.

After you click “Create,” a new screen with Course Details will load. Simply click the “Update Course Details” button.

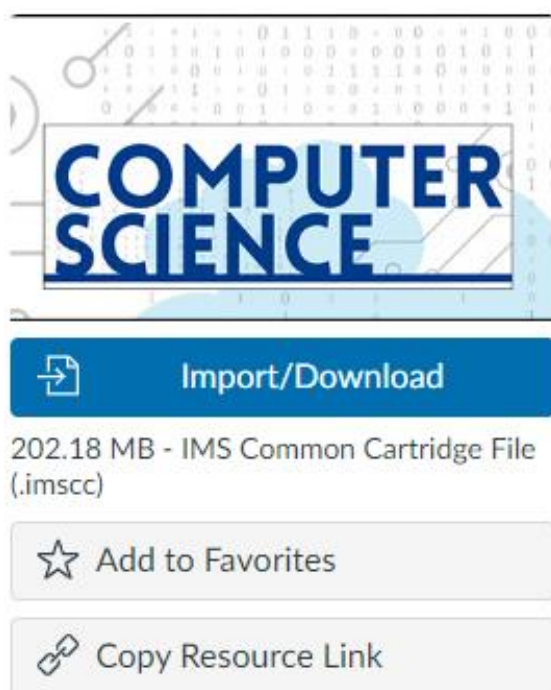
Next, click the “Commons” button on the left-hand menu bar.



In the search bar, search the entire phrase “NE Introduction to Computer Science and Technology”



After clicking on the correct course (shown on the left above), click the “Import/Download” button on the right.



In the popup that appears, select the course you just made and click “Import into Course.” The import process will take several minutes.

Import into Canvas

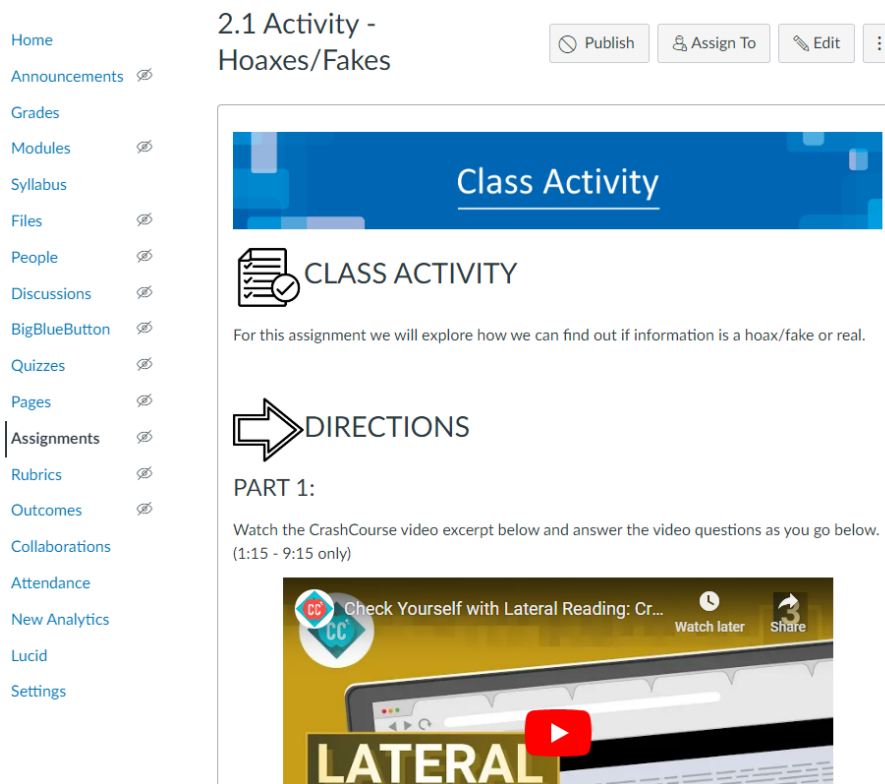
courses

- All
- Computer Science
- Your Guided Course Template

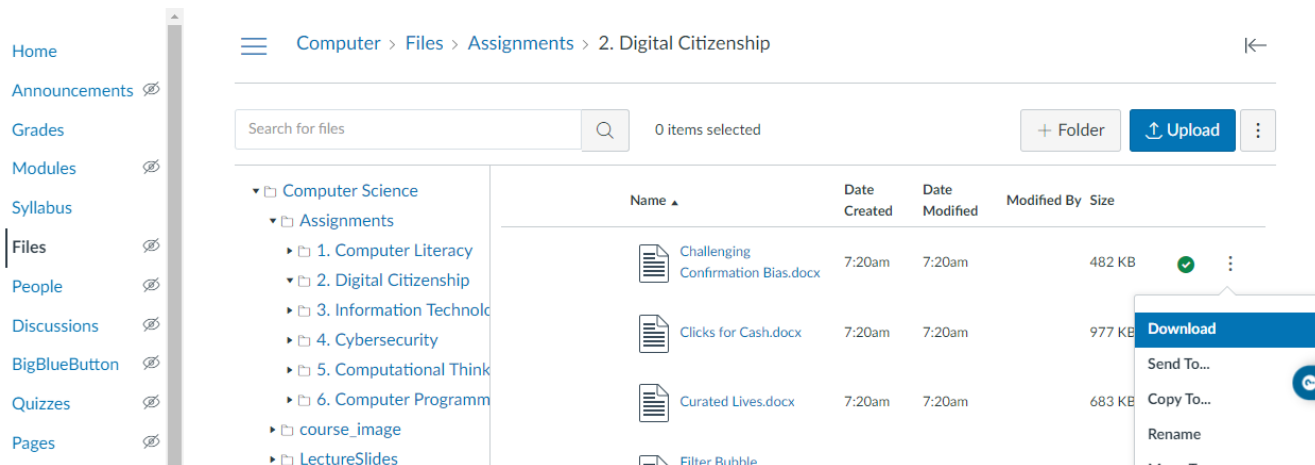
Once your course is imported, you may select it from your dashboard. Here you can click “Modules” on the left-hand menu bar to see the course layout.



Within the modules are numbered, ordered activities. Some exercises have things like YouTube videos that you can access by clicking on the specific lesson.



If you want to download an exercise or a PowerPoint slide deck for a certain exercise, navigate to the “Files” menu from the left-hand menu. From here you may navigate through the assignment folders to find the relevant files.



Important Note for Teachers Using Free Canvas Accounts:

Answer keys and the pacing guide are not made available on this version of the course. To get both, send an email to

necanvas@esucc.org

requesting either the answer documents, the pacing guide, or both.

For any questions or concerns, please email:

Shaun Young

Computer Science and Technology Education Specialist, Nebraska
Department of Education

shaun.young@nebraska.gov