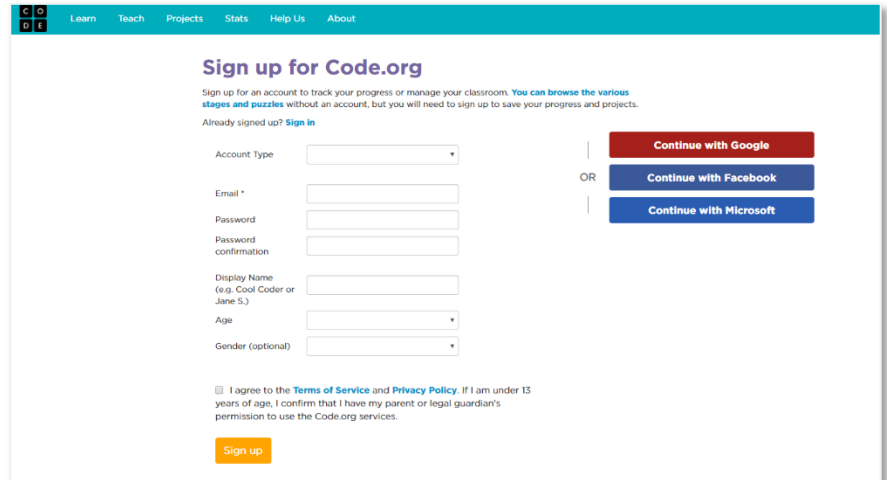


Getting Started with Code.org®

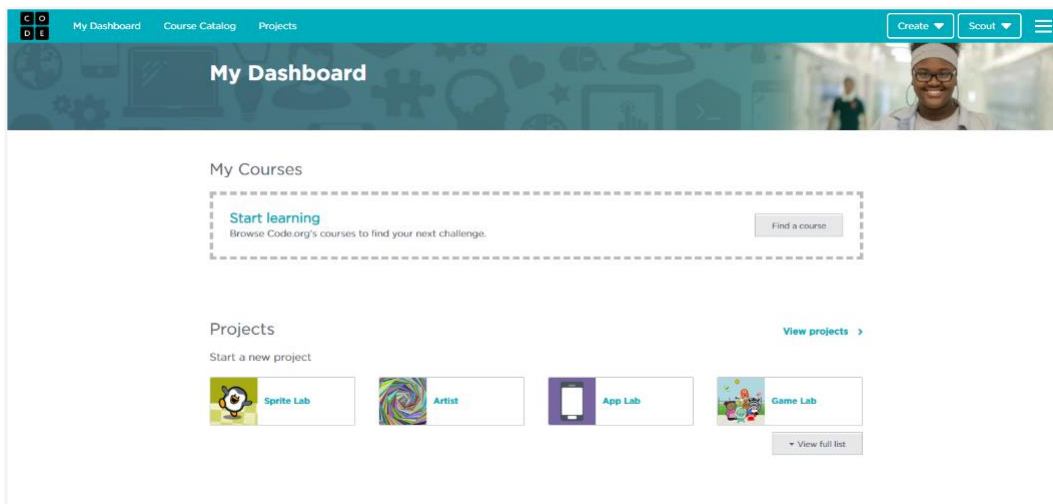
Creating a Student Account

Scouts will head to https://studio.code.org/users/sign_up and follow the below instructions to create a student account.

1. Scouts will see the sign-up page (to the right). It is important that they choose a 'Student' account under **Account Type**.
2. Scouts should write down their username and password to ensure that they have it for later.

The screenshot shows the 'Sign up for Code.org' page. At the top is a teal navigation bar with links: Learn, Teach, Projects, Stats, Help Us, About. The main heading is 'Sign up for Code.org'. Below it, a subtext says: 'Sign up for an account to track your progress or manage your classroom. You can browse the various stages and puzzles without an account, but you will need to sign up to save your progress and projects.' There is a link 'Already signed up? Sign in'. The form has several fields: 'Account type' (a dropdown menu), 'Email *', 'Password', 'Password confirmation', 'Display Name (e.g. Cool Coder or Jane S.)', 'Age' (a dropdown menu), and 'Gender (optional)' (a dropdown menu). To the right of the form are three buttons: 'Continue with Google' (red), 'Continue with Facebook' (blue), and 'Continue with Microsoft' (blue). Below the form is a checkbox for 'I agree to the Terms of Service and Privacy Policy. If I am under 13 years of age, I confirm that I have my parent or legal guardian's permission to use the Code.org services.' and a 'Sign up' button.

3. Once Scouts have signed in, they will see the below screen – This is their Student Dashboard that holds their projects and any lessons (in progress or completed). Scouts can find App Lab on their Dashboard.

The screenshot shows the 'My Dashboard' page. At the top is a teal navigation bar with links: My Dashboard, Course Catalog, Projects. On the right are buttons: Create, Scout, and a menu icon. The main heading is 'My Dashboard'. Below it is a section 'My Courses' with a 'Start learning' link and a 'Find a course' button. Below that is a section 'Projects' with the text 'Start a new project' and a 'View projects >' link. There are four project cards: 'Sprite Lab' (with a character icon), 'Artist' (with a paint palette icon), 'App Lab' (with a smartphone icon), and 'Game Lab' (with a game character icon). At the bottom right of the project cards is a 'View full list' button.

4. Scouts are now ready to begin coding. Let's get started!