



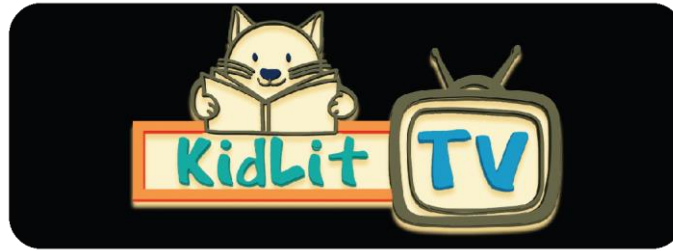
Scratch allows learners and educators to program interactive stories, games, and animations — and share creations with others in the online community.



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.



Welcome to **Safe Kid Games Math Games!** Put your addition, subtraction, multiplication, and division skills to the test with these fun yet challenging games. Race against the clock in games like Speedy Math or try to beat the high score playing impossibly difficult games like Arithmetic Math. What's better than learning while also having fun!



[KidLit TV](#) offers in depth interviews with authors and illustrators. On this website you will find book trailers, how to draw videos and other literacy related activities.



[Wonderopolis](#) is an informational site that helps kids ask and answer interesting questions about the world. Every day, a new "Wonder of the Day" question is posted -- each designed to get kids to think, talk, and find learning moments together in everyday life.



[Typing.com](#) is clean, colorful typing practice for any level with Common Core and ITSE standards correlations. Scope and Sequence curriculum engages students with gamification opportunities to self-direct towards achievement with class competitions and other games to participate in and badges, stars, and certifications to achieve, print, and share with friends, parents, or colleagues.