### **CALLING ALL EDUCATORS!**



GLOBAL COMPUTER SCIENCE (CS) EDUCATION WEEK

# GUINNESS WORLD RECORDS VIRTUAL ATTEMPT



**DECEMBER 11 TO 12, 2020 / 8AM - 8AM EST** 

#### WHO IS THIS FOR?

Anyone with the ability to use a computer with internet access can participate!

#### **HOW DO I PARTICIPATE?**

This is a virtual event that educators can lead their students through as a classroom.



## Don't miss these Fast Facts for Educators!

- 1. Registration and participation are **completely FREE!**
- 2. Registration takes less than 1 minute to complete!
- 3. Minors must be registered by parents/guardians to provide consent to participate. If you register as an educator, we will send you an "Educator's Kit" including a Parent Outreach email template with instructions to send to parents to facilitate student registration.
- 4. No coding experience is needed for you to lead a classroom through this activity.
- 5. Complete the lesson within the designated 24 hours which begins on Friday, December 11 at 8:00 A.M. (EST), and ending on Saturday, December 12 at 8:00 A.M. (EST).
- 6. Reserve at least 1 hour for this classroom activity. Participants must engage in the online lesson for a minimum of 30 minutes and complete it in order to count toward the Guinness World Record.
- 7. The online lesson is designed to be a user-friendly, self-guided activity for participants. The primary role of registered educators will be to ensure their students successfully log in and complete their guided tasks.
- 8. The online lesson will teach/refresh coding skills with JavaScript programming language using Bitsbox.
- If needed, there will be online support to assist with completing the online lesson.
- 10. By <u>registering as an educator</u>, you are also registering as a participant in the virtual event to set the Record. We hope you can complete the online lesson so we can count you towards setting the record, but it is not required.





