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ARTICLE

A July 2017 article in edtechmagazine.com asks (and answers in the affirmative) if libraries are the key to teaching computer science. While some have predicted the decline of libraries due to emerging technologies, Megan Bogardus Cortez' article highlights initiatives taking place in school and community libraries to fill a need for innovative learning. Quoting a National Science Foundation report, "Public libraries provide a 'third space' beyond the formal classroom and home that can unite schools and communities around STEM education and complete the community's STEM learning ecosystem." (JM)

RESOURCES

SuperTeacherWorksheets is a website with thousands of worksheets for teachers to download and/or print out. You can become a member for around $20 per year and have access to all the worksheets on their site, but the number of free worksheets is very extensive and you will probably find a free example of what you are looking for. (JM)

GAME CORNER

Codesters (https://www.codesters.com/) is a free online site where students (and teachers) can learn basic coding by following interactive tutorials. Instead of using blocks of code, codesters shows students the actual coding language behind the blocks and walks them through different lessons creating and troubleshooting bit by bit. Similar to Scratch, once students begin creating their own projects, they can make them public and viewable to everyone. Building an online community of fellow learners who can share what they have done. (JM)

TECHNOLOGY TIP

Speedtests are used to measure the download and upload speeds of your internet connection. The speeds are measured in Megabits per second (Mbps). Today, anything over 5 Mbps is a n acceptable speed, but this is an ever changing standard and a few years from now, 10 or 20 or even 50 Mbps might be "standard." Among the factors that may affect your speed are; network congestion (especially if you are streaming videos which use the most resources), hardware devices (your modem, router and computer), and the type of internet connection you have (wireless connections are generally slower than wired ones). Below are several free speedtest sites where you can compare the results to get a general range for you connection. The tests take less than a minute and are done online without having to download anything. (JM)

- https://www.measurementlab.net/tests/ndt/
- http://speedtest.att.com/speedtest/
- http://speedtest.xfinity.com/
- http://www.centurylink.com/home/help/internet/internet-speed-test.html