



The resources listed here are gathered as a way to provide those on the RtC Phase 3 Selection Committee and Applicants with information that will help them succeed in selecting or applying for the RtC Phase 3 funding.

Items with an \* are strongly recommended for selection committee and applicant reading and viewing.

You can find the application for Ready to Code Google funding on the [Libraries Ready to Code website](#). FAQs related to the grant are available as well.

### **Ready to Code**

#### **[Ready to Code: Connecting Youth to CS Opportunities Through Libraries](#) \***

A report from the ALA Office for Information Technology Policy that explores the reasons that computational thinking and coding activities are important to youth success and the challenges and opportunities in libraries providing computational thinking and coding activities in their communities.

#### **[Advocacy Video](#)**

Video produced as a part of the Libraries Ready to Code project that shows high-quality coding and computational thinking activities in libraries and explains the value of library centered computational thinking activities with and for youth.

#### **[Be a Libraries Ready to Code Champion](#)**

Infographic for use with Library stakeholders that shows what libraries need in order to be able to successfully implement coding activities in their facilities and communities.

### **Computational Thinking Readings**

#### **[Computational Thinking](#) by Jeannette Wing \***

Wing is one of the educators/computer scientists who has helped to define computational thinking and computational thinking within an education framework. She lays the groundwork in this short article for why libraries need to participate in bringing computational thinking activities to youth.

#### **[Computational Thinking, 10 Year's Later](#) by Jeannette Wing**

As a follow-up to her original short article on CT, Wing discusses the progress made "in injecting computational thinking into research and education of all fields" and the areas that still need research and implementation.

#### **[Connected Libraries: Surveying the Current Landscape and Charting a Path to the Future](#)**

by Hoffman, Subramaniam, Kawas, Scaff, Davis

Connected learning is one of the key concepts of the Ready to Code framework. This report outlines what connected learning is and how it is successfully implemented through libraries with youth.

[The Tessera: A Ghost Story to Spark Computational Thinking](#) by Bonsignore, Kaczmarek, Kraus, Pellicone and Hansen

This District Dispatch blog post describes the game Tessera and how through game play youth are able to gain computational thinking skills.

## Videos

[What is Computational Thinking?](#) \*

Video produced by Google as a part of their resources on computer science and computational thinking. Provides a good overview of what the components of computational thinking are.

## Examples of Computational Thinking and Coding through Libraries

Four case studies highlighting the ways in which a variety of libraries across the United States are integrating coding and computational thinking activities in order to support youth learning:

- [Small Northeastern Library](#) \*
- [Southern library with multiple branches](#) \*
- [Western library with a dozen branches](#) \*
- [Western library with branches covering rural and urban locations](#) \*