

HANDS-ON, MINDS-ON INSTRUCTIONAL PRACTICES

Name of Submitter: Natalie Hulbert

Submitter Email: natalie.hulbert@dpi.nc.gov

Presentation Title: *Coding the Story: Integrating K–5 Literacy and Computational Thinking Through Hands-On Learning*

Discover how children’s literature can be used as a powerful catalyst for coding and computational thinking in kindergarten through fifth-grade classrooms. This interactive session explores engaging mentor texts paired with hands-on coding experiences that promote problem-solving, creativity, collaboration and literacy development. Participants will examine grade-level examples, experience unplugged and digital coding activities, and leave with practical strategies and ready-to-use ideas that connect literacy instruction with computer science and STEM learning.

Presentation Target:

Elementary School

Presenter(s):

1. Natalie Hulbert, Computer Science Education Consultant with NC Dept. of Public Instruction