

Overview:



Table :

| All exercises | | | |
|------------------------|--------|--|-------------|
| Exercise | Levels | Concepts | Blocks Used |
| Fun with Basics | 0/10 | Sequence, Algorithmic Thinking | 0 |
| Loopy Loops | 0/12 | Loops, Debugging | 0 |
| Conditional Crops | 0/12 | Conditional Statements, Pattern Recognition | 0 |
| Backyard Functions | 0/10 | Functions, Variables, Events | 0 |
| Dog and the loops | 0/8 | Loops, Variables, Functions | 0 |
| Gardening Conditionals | 0/6 | Functions, Conditional Statements, Sequence, Algorithmic Thinking | 0 |
| Swamp conditionals | 0/4 | Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking | 0 |
| Baloon pop functions | 0/8 | Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking | 0 |

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|-------------------------------|-----|--|---|
| Loops and castles | 0/8 | Loops, Variables, Functions | 0 |
| Desert conditionals | 0/4 | Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking | 0 |
| Predator bird functions | 0/7 | Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking | 0 |
| Functions on the field | 0/9 | Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking | 0 |
| Fun with Basics | 0/3 | r | 0 |
| Loopy Loops | 0/4 | r | 0 |
| Conditional Crops | 0/4 | r | 0 |
| Backyard Functions | 0/6 | r | 0 |
| Fun with Basics - Grade 1 & 2 | 0/8 | . | 0 |
| Loopy Loops - Grade 1/2 | 0/8 | . | 0 |

List of Concepts:

Decomposition

Breaking down a problem into smaller, more manageable parts.

[Computational Thinking Concepts](#)

Pattern Recognition

Identifying similarities or patterns within problems.

[Computational Thinking Concepts](#)

Abstraction

Simplifying complex problems by focusing on essential details and ignoring unnecessary information.

[Computational Thinking Concepts](#)

Algorithmic Thinking

Developing step-by-step instructions or rules to solve a problem.

[Computational Thinking Concepts](#)

Sequence

Understanding and writing instructions in a specific order.

[Programming Concepts](#)

Variables

Introducing the concept of containers for storing information.

[Programming Concepts](#)

Loops

Repeating a set of instructions multiple times.

[Programming Concepts](#)

Conditional Statements

Making decisions in the program based on certain conditions.

[Programming Concepts](#)

Events

Reacting to user inputs or specific occurrences in the program.

[Programming Concepts](#)

Functions

Creating reusable blocks of code to perform specific tasks.

[Programming Concepts](#)

Data Types

Introducing the idea of different types of data, such as numbers, text, and Boolean values.

[Programming Concepts](#)

Input and Output

Understanding how programs receive information (input) and produce results (output).

[Programming Concepts](#)

Debugging

Identifying and fixing errors or mistakes in the code.

[Programming Concepts](#)

Comments

Adding explanations and notes within the code for better understanding.

[Programming Concepts](#)

Event Handling

Responding to events triggered by user actions or other parts of the program.

[Programming Concepts](#)

Graphics and Animation

Introducing basic concepts of drawing and creating movement in a program.

[Programming Concepts](#)

Simulation

Creating virtual scenarios to model real-world situations.

[Programming Concepts](#)

Collaboration

Encouraging teamwork and sharing of code with others.

[Programming Concepts](#)

Iteration

Repeating a set of instructions or a process.

[Programming Concepts](#)