

Coding Club Day 2

Draw a Face is a favorite unplugged activity! We learned algorithms need to be specific and detailed! The finished results are awesome!



Tynker allowed us to learn about conditions! Conditions are lines of code that change based on if factors are true or false. They are If/Then statements! We actually use these all the time! EX: if it is raining then, bring an umbrella.

Why did the chicken cross the road?
To win the Scratch Jr. Game!



All resources from the week can be found by scanning the QR Code or at bit.ly/3qf5Jl6

