

# Coding Club Week 10



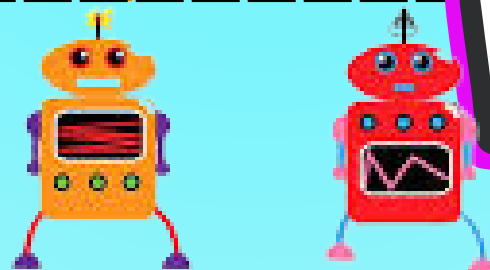
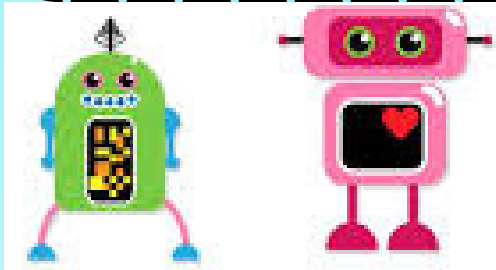
We made Hide  
and Go Seek  
Games on Scratch  
Jr!



## Computational Thinking

Computational Thinking is a problem solving skill that includes 4 parts.

- 1.) Decomposition- Breaking a big problem down into smaller problems**
- 2.) Algorithms- Step by step directions in order to complete a task**
- 3.) Abstraction- Removing the details that do not matter**
- 4.) Patterns- Finding similarities between different problems**



THE GREEN MONSTERS  
TURNED OUT SO  
AWESOME!



All resources from the semester  
can be found by scanning the  
QR Code or at  
[bit.ly/3YCbcG4](https://bit.ly/3YCbcG4)

