

WHAT IS CODING?

Coding is giving instructions to a computer or a robot in a language it understands.
Examples: Videogames, stoplights, microwaves and apps.

REAL LIFE APPLICATION:

The Objective is to Learn Through Coding (Code To Learn)

Our coding and computer science courses are not solely intended to produce computer scientists (though that would be fantastic), but rather to equip students with valuable skills. These skills encompass critical thinking, problem-solving, teamwork, and determination.

HOW DID WE PRACTICE THIS SKILL?

- Monkey Board: Unplugged Activity (coding without screens or devices)
 - Scan the QR code to see an example
- [Code.org Course B Lesson 4](#)

CONTINUE LEARNING:

- Create your own [unplugged coding activity](#)
- Continue on with Code.org

<https://bit.ly/3TTyImU>

