

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?

- Move It, Move It (Unplugged Activity)
- Rodo Codo (Hour of Code)
- Read the book Hello Ruby
- Summer Story On Scratch Jr.

CONTINUE LEARNING:

- Recreate Move It, Move It
- Discuss how code is used
- Scan the QR code for links and activities

<https://bit.ly/4eepynl>

