



# 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:

Our 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?

- Unplugged Dance Party
- Code Spark
- Read the book Hello Ruby
- Created a Dance Party On Scratch Jr.

## CONTINUE LEARNING:

- Try an unplugged dance party- make sure to repeat or loop some moves.
- Continue using Scratch Jr.
- Scan the QR code for links and activities

<https://bit.ly/454o795>

