

1. Record Nr.	UNINA9910819598703321
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Titolo	Code-It Workbook 1
Pubbl/distr/stampa	Chicago : , : Legend Press, , 2015 ©2015
ISBN	1-80031-793-X
Edizione	[1st ed.]
Descrizione fisica	1 online resource (28 pages)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Cover -- Title -- Copyright -- Contents -- How to use this book -- 1A. Smoking Car -- 1B. Music Machine -- 1C. Conversation -- 1D. Interactive Display -- 1E. Dressing Up Game.
Sommario/riassunto	Code IT Primary Programming SeriesBasic computer coding is now among the most important skills a child can have for their future. There are many programming languages designed specifically for children to begin their studies, but the Scratch programming language, already recognised in schools around the world, is widely considered as the ideal place to begin programming in early education. The highly successful Code-It series is a comprehensive guide to teaching Scratch to children in a classroom setting. It is designed for the UK-based KS2 curriculum but can easily be used to supplement other programming courses for children between the ages of 7 and 11. There are four pupil workbooks designed to work in conjunction with the Code-It teacher handbook. They provide structure and resources for the children, including optional homework activities to extend to learning outside the classroom. Workbook 1 provides all the pupil resources to accompany Year 3, Chapter 2 of the teacher resource book How to Teach Primary Programming Using Scratch, including optional homework activities to extend learning outside the classroom. It explains how to think, program and debug exciting programming projects such as Smoking Car Game, Music Machine, Conversation, Interactive Display and Dressing up Game. It also outlines how to use

analytical computational thinking skills for algorithm design, algorithm evaluation, decomposition and generalisation.
