

Lesson Plans

Kodarit -1

Lesson-2 Basics of programming

Goals

- Start building up the skills for “talking to a computer to make it understand what I want”.
 - How do we talk to other people?
 - How do we talk to people with whom we don’t share a common language?
 - How do we talk to a computer? Why?
- Drag blocks for coding a program.
- Solve coding problems.
- Learn what are if, if-else, while, and for-statements
- Create your own functions (older children).

Click on the link to open the activity.



<https://studio.code.org/hoc/1>



<https://partners.disney.com/hour-of-code/wayfinding-with-code>



<https://studio.code.org/s/20-hour/lessons/9/levels/1>



<https://studio.code.org/s/20-hour/lessons/13/levels/1>

The lesson outcomes are for students to:

- Begin building up the skills for programming.
- Learn how to drag blocks to build a program.
- Use logical thinking to solve coding problems.
- Get familiar with the basic statements of coding (if, if-else, while, and for-statements)
- for older children Learn and practice the use of functions (older children)