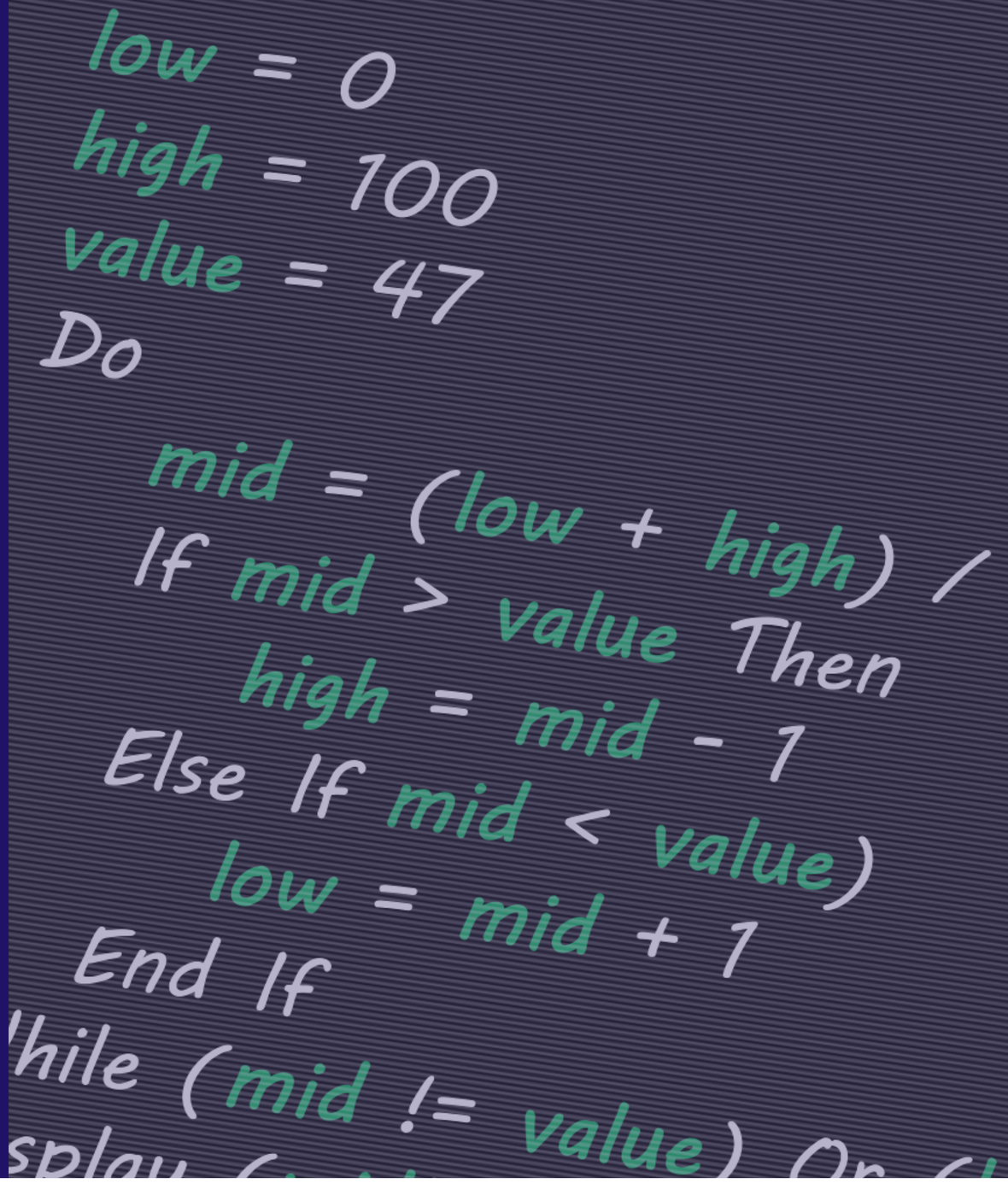
DIGITAL TECHNOLOGIES HUB

New coding resources

Martin Richards, Content Manager, ESA
Jason Vearing, QSITE (Gold Coast Chapter)



WELCOME

Registered participants by location

WHO ARE THE RESOURCES FOR?

LEARN SOME FUNDAMENTAL PROGRAMMING SKILLS

Assist their students and understand the process

WANT SOME SUPPORTED AND STRUCTURED PROGRAMMING TASKS

Build student confidence and success

TRANSITION FROM A VISUAL PROGRAMMING LANGUAGE TO A TEXT BASED LANGUAGE

Use JavaScript or Python

OFFER SOME FUNDAMENTAL PROGRAMMING SKILLS IN SCRATCH

Assist their primary students to learn skills that may not be covered through exploration

A structured approach to teaching programming

DECOMPOSE THE PROBLEM	BUILD THE PROGRAM	TINKER TASK	CHALLENGE
Intro the task Use computational thinking to create a flow chart or pseudocode	Use video tutorial Solution code to trace errors.	Small modifications to the program. Remix	Writing or modifying their own programs. Use the skills covered for a similar but different purpose

PRIMM: A structured approach to teaching programming
https://blogs.kcl.ac.uk/cser/2017/09/01/primm-a-structured-approach-to-teaching-programming/

HANDOUT 1

Link to index page