



## Lesson 24 – Level 1 Wrap up





## What we will learn

An often asked question is that Scratch is not a Professional Coding Language, then **why are we learning it?**

This lesson will answer this question.





## Easiest Language to Learn

**While Scratch is not a Professional Coding Language, it is perhaps the easiest language to learn.**

**Let us see how:**

- To learn English, we **need to learn Grammar**, & a lot of it. That certainly is not easy.
- To learn Scratch, we **have no grammar to learn, only Logic** & logic is **natural to our learning process** since birth. That certainly sounds easier.



**The question now is:**

**If Scratch is easy to learn, then **learning** a professional coding language like Python **through Scratch**, should be equally easy.**

**If yes, Let us see How?**



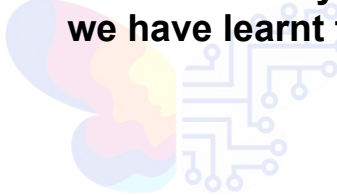


## Taking a New Perspective of Level 1 Learning

The **first** thing we have learnt is that '**Scratch** is a **block oriented, highest level** programming language'.

Does this not sound similar to '**Python** is an **object oriented, high level** programming language'.

When we really **start learning Python**, wouldn't such similarities which we have learnt the fun way in level 1, make learning Python simple.





**Secondly, Playing** with blocks for fun, we have inadvertently learnt a huge amount of a **Professional Coders Jargon**:

- What is a line of code?
- What is a multi line code?
- What is a sequence in a code?
- What is decision making in a code?
- What are conditionals & statements?
- What are operators, variables & lists?
- What are local & global variables?
- What are for, while & infinite loops?





This **list is huge** & we **do have even not realised**, that besides learning **SCRATCH**

we have also started learning the fundamentals of Python.

**Haven't we?**





**Thirdly**, in the very first level of Scratch, we have learnt to:

- **Select standard code lines (block statements).**
- **Make our own code lines (Changeable block statements) as per the need of the code.**
- **Place them into sequences & other control mechanisms.**
- **Make daily life projects (Ex OTP Generator or tables etc).**
- **Understand the role of sensors in coding & robotics.**







**If so:**

- **Would not this learning simplify our capability of doing professional python projects later?**
- **Would not this capability keep increasing in levels 2 & 3?**





## **Conclusion**

**Our learning of coding fundamentals using Scratch has two major hidden advantages:**

- **It simplifies our learning of both, Python & Arduino.**
- **It places children in a better position to analyse & decide for themselves if they want to pursue coding as a career.**





## To Wrap Up

- Kindly read the book once again & annotate it as per your understanding & needs.
- Do so in pencil so that you can keep editing it.
- Start teaching to some one younger, or someone who does not know coding but wants to learn. By teaching, your learning of fundamentals will get cemented better.





**End of Lesson 24**



**Code Karega India Badhega**