

You may be asking yourself -

- 1. Who are they for?
- 2. What can they do?
- 3. How do you "use" them?
- 4. Why would I/anyone even use them?
- 1. So first the blocks are targeted towards elementary to middle school aged children, their teachers & their parents. But hey, you're a big kid right? So let's dig in.
- 2. The blocks are physical manipulators that allow a user to associate a tangible physical object to an abstract concept specifically computer programming. The blocks, when connected and "dialed in," create a functional block of code which is then executed.
- 3. Use of the blocks can vary (flip to see the worksheet) but in a nutshell consider creating sub-50-character programs to reinforce a concept or validate a formula.
- 4. Why? Did you play with Legos? When is the first time you saw a computer program? What about an algorithm? This exposes children to a world earlier and uses something tangible not abstract to do it.

Your have the following blocks available to you

15 Value			7 Output	
Blocks	Blocks	Blocks	Blocks	
No. No. S.	Color No.	else simma anuma	out3 Tilly	
 a variable {x, y, z, Sum, Count}, or a value from 1-9 	<pre>• = is equality checking NOT assignment</pre>	if, else & endifwhile & endwhile(&)	 Sends output to specific channel 	
Sky Blue	Peach	Dandelion	Sea Green	

Ultra Quick Start:

Assign the variable x the value of 6:

-		 <u> </u>	
	Χ	6	

Assign the variable y the value of 3.4:

	0''	077 0 7 4 7		
У	3		4	

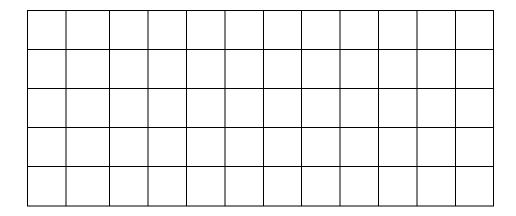
Check if y is equal to x and assign the value to z

<u> </u>						
Z	(У	=	X)	

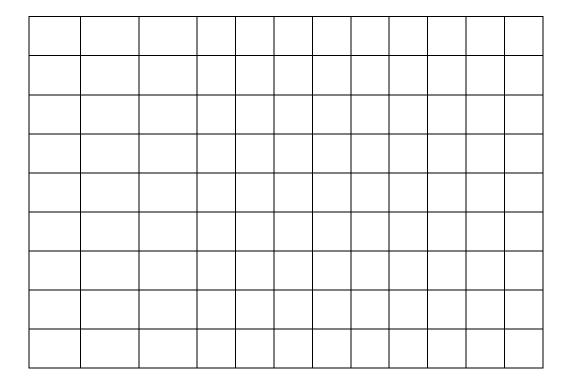
If z is false print y/x

– .	J . u		Μ,	
If	(!	Z)
Print	У	/	Х	
Endif				

Exercise #1: Write a program that prints a temperature given in Fahrenheit into Celsius. How many blocks does it take you?



Exercise #2: Write a program that computes Fibonacci numbers less than 25. How many blocks does it take you? <50? <25?



Exercise #3: Create a program from scratch using as many blocks as you can.

What does your program do?

