Play Code Learn

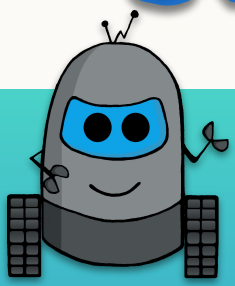
DINOSAUR LOOPS

Student Handouts

All handouts are A4 for printing.

Copyright ByteEd

Play Code Learn



DINOSAUR LOOPS

Lesson One:

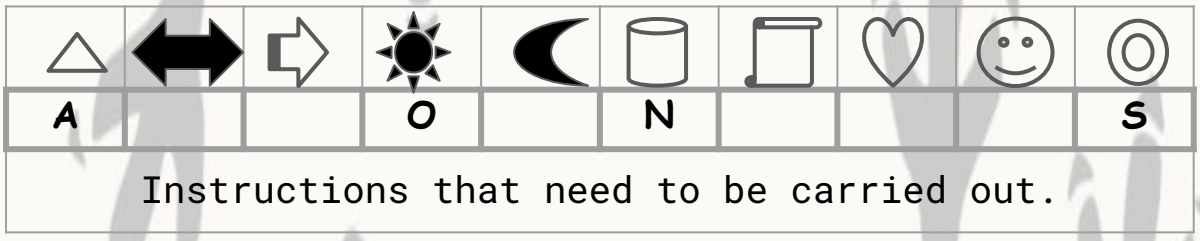
Inputs and Outputs

Copyright ByteEd

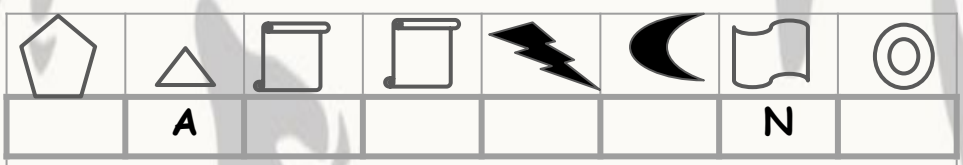
Computational Thinking Concepts - Beginner

Can you break the code? Decode the following concepts linked to computational thinking.

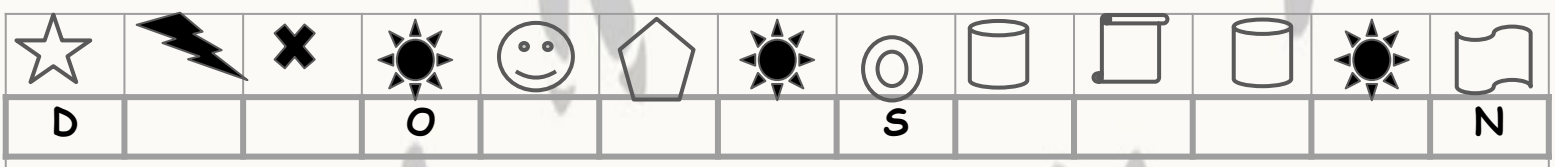
SECRET: Match the symbol to the letter.



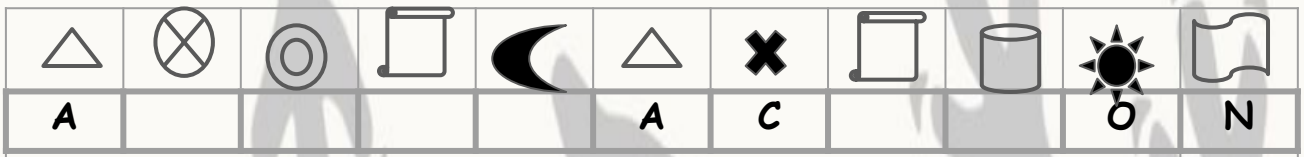
Instructions that need to be carried out.



Similarities that problems share.

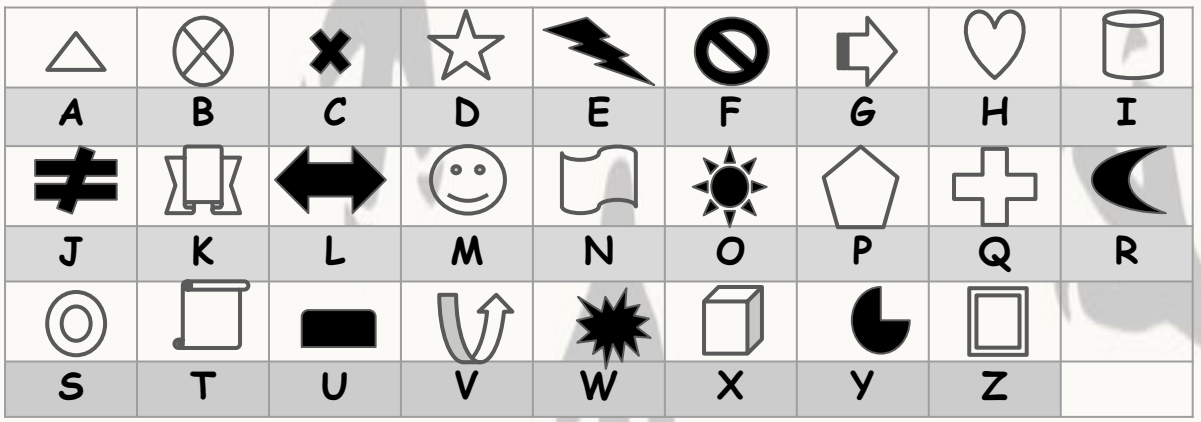


Breaking down a complex problem into smaller tasks.



Removing parts that we do not need.

Thinking well.

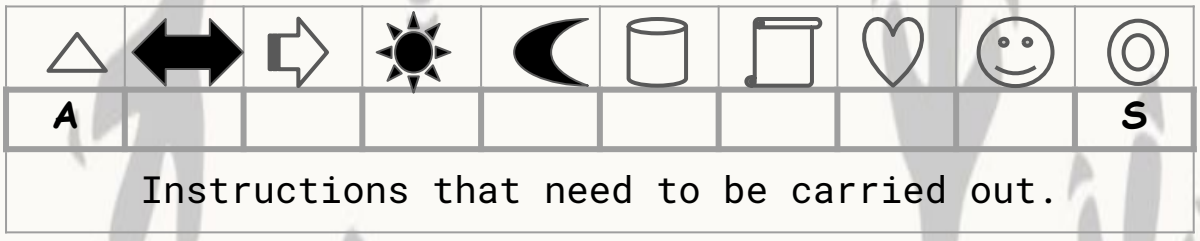


Copyright ByteEd

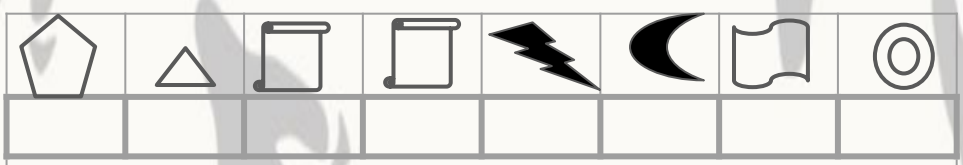
Computational Thinking Concepts - Intermediate

Can you break the code? Decode the following concepts linked to computational thinking.

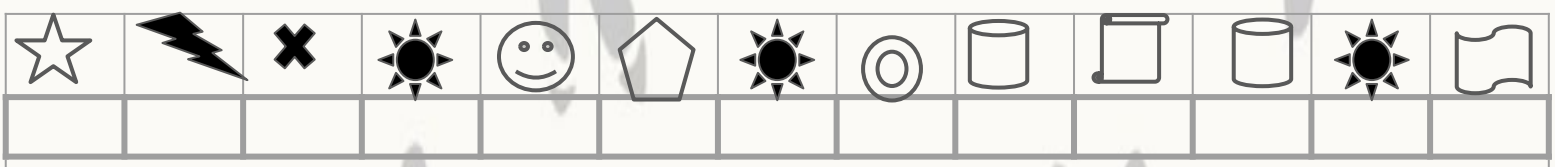
SECRET: Match the symbol to the letter.



Instructions that need to be carried out.



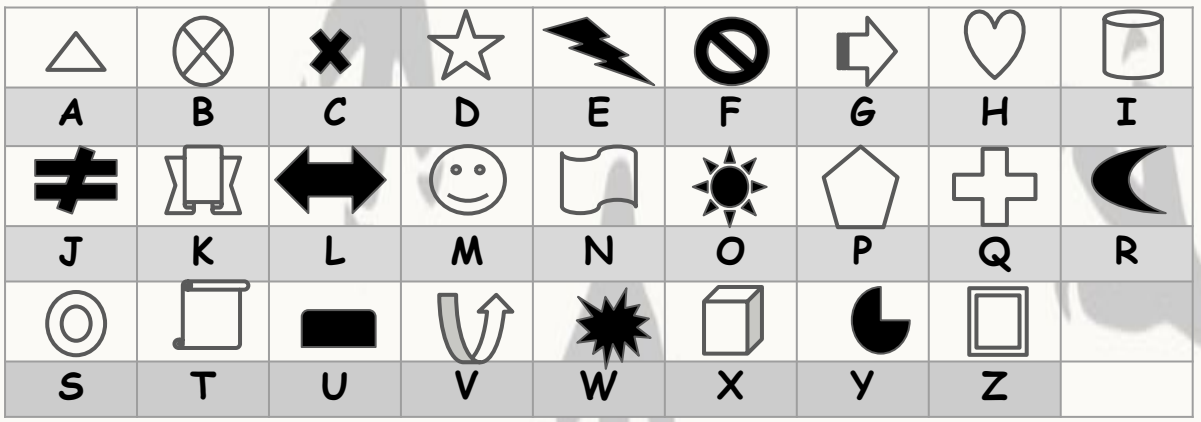
Similarities that problems share.



Breaking down a complex problem into smaller tasks.

Removing parts that we do not need.

Thinking well.

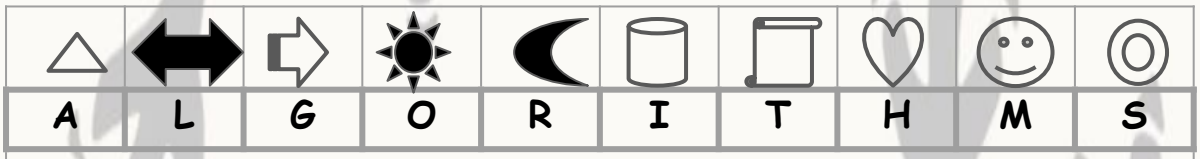


Copyright ByteEd

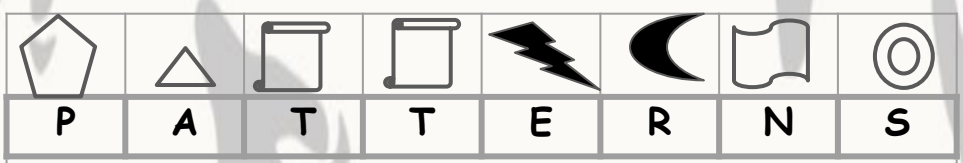
Computational Thinking - Beginner/Intermediate Answers

Can you break the code? Decode the following concepts linked to computational thinking.

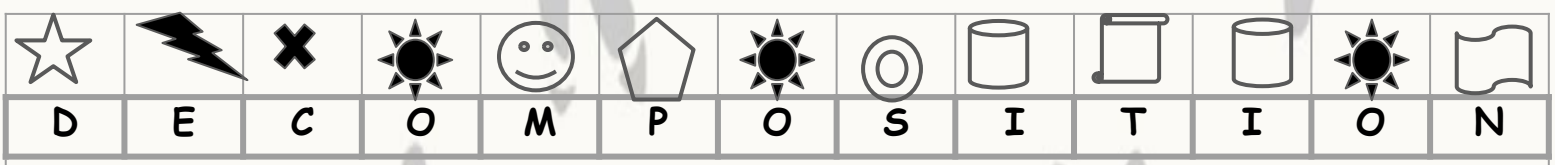
SECRET: Match the symbol to the letter.



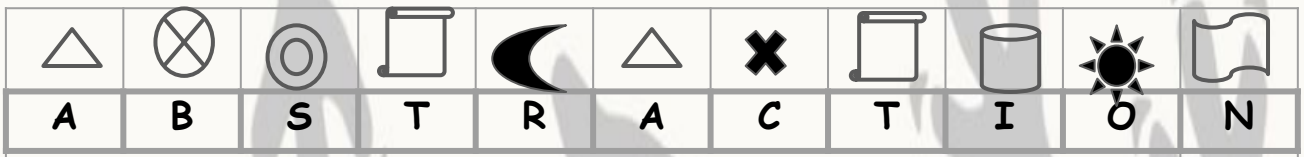
Instructions that need to be carried out.



Similarities that problems share.

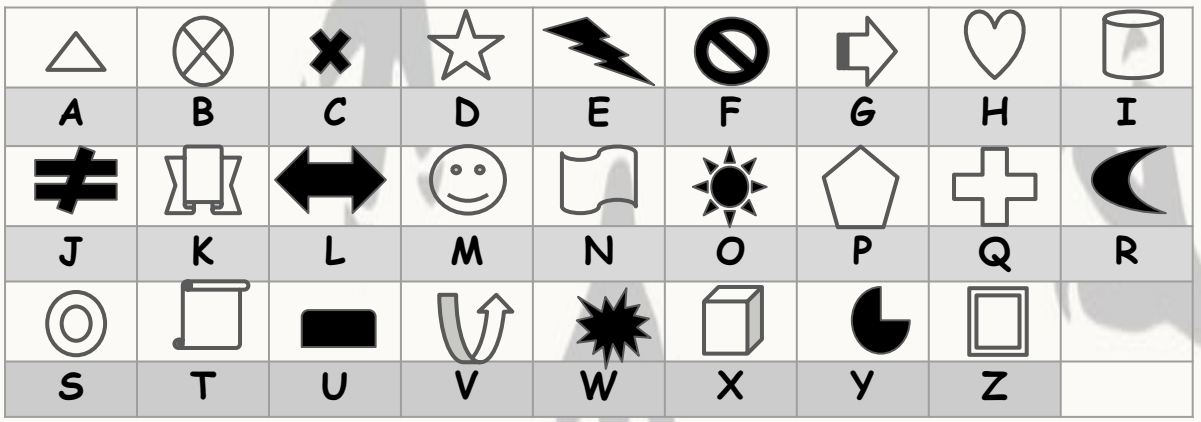


Breaking down a complex problem into smaller tasks.



Removing parts that we do not need.

Thinking well.

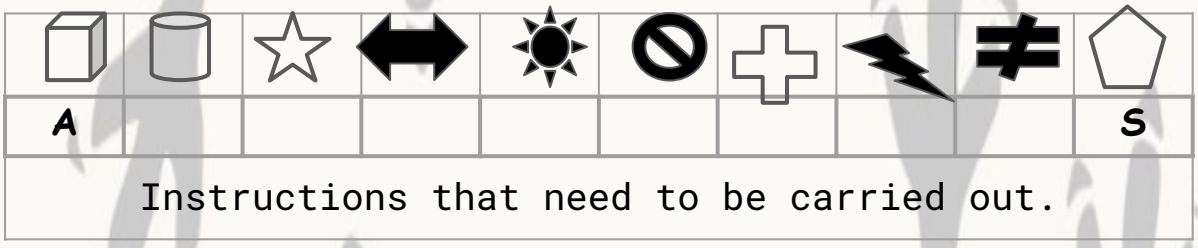


Copyright ByteEd

Computational Thinking Concepts - Advanced

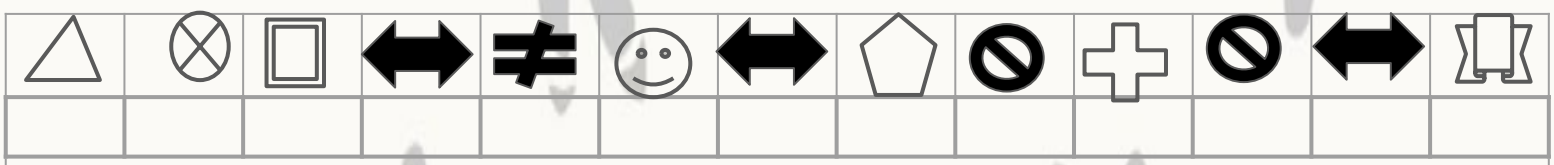
Can you break the code? Decode the following concepts linked to computational thinking.

SECRET: Match the symbol to the letter, then shift three letter to the right.

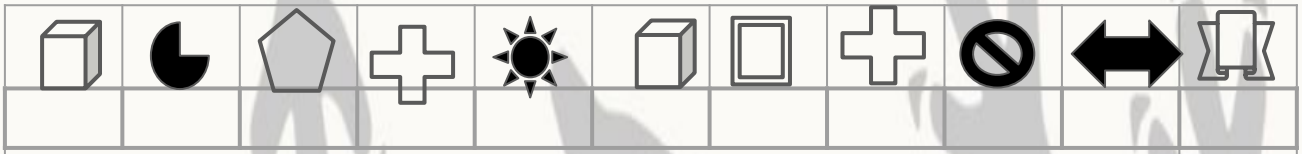


Instructions that need to be carried out.

Similarities that problems share.

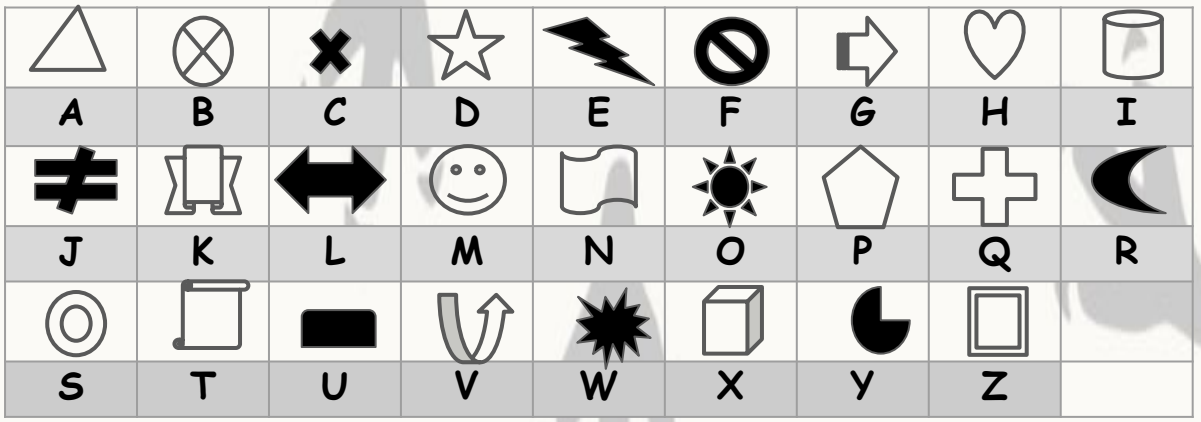


Breaking down a complex problem into smaller tasks.



Removing parts that we do not need.

Thinking in an organised way.



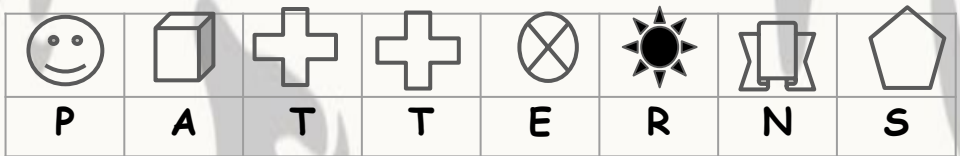
Copyright ByteEd

Computational Thinking Concepts - Advanced Answers

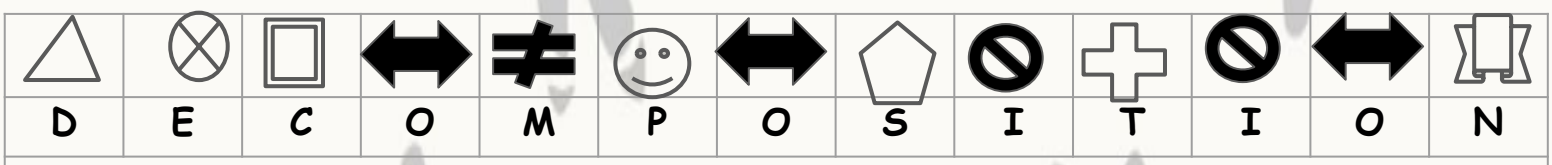
Can you break the code? Decode the following concepts linked to computational thinking.

SECRET: Match the symbol to the letter, then shift three letter to the right.

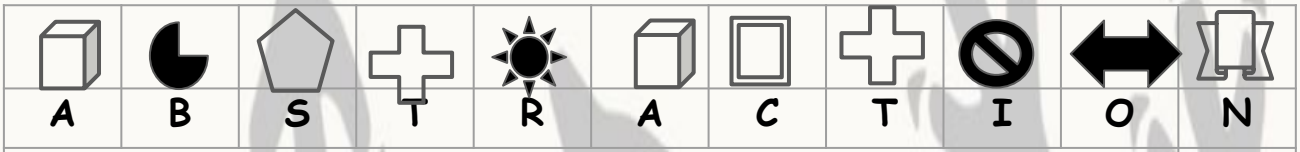
Instructions that need to be carried out.



Similarities that problems share.

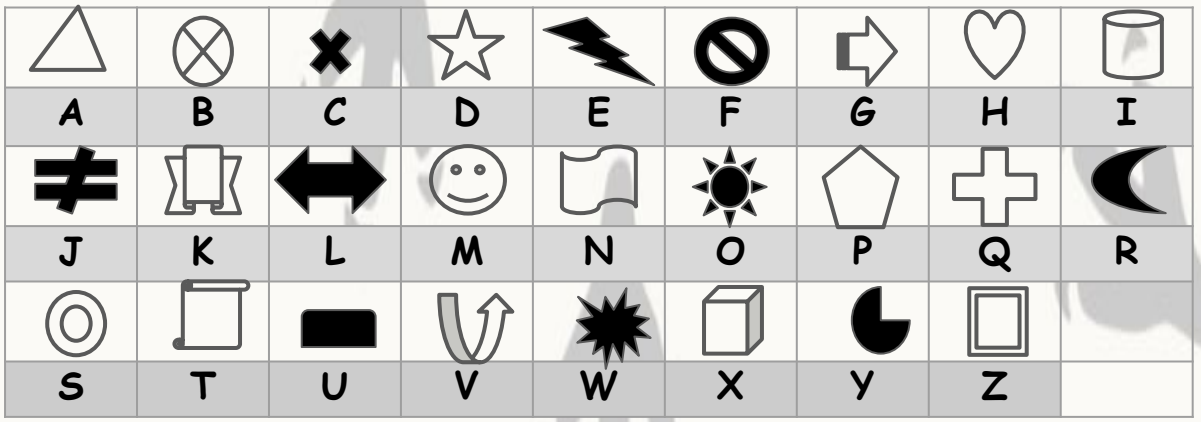


Breaking down a complex problem into smaller tasks.



Removing parts that we do not need.

Thinking in an organised way.



Copyright ByteEd

Exit Statement for Lesson One:

Inputs and Outputs

Learning Intention:

...to understand inputs and outputs in computing.

1. How **do you feel** about today's lesson?

Circle the emoji bug that links to you!

2. What **key words** can you remember from the lesson today?

Circle the words:

Input	System	Logic
Computer	Patterns	Mouse
Process	Decomposition	Camera
Algorithm	Abstraction	Cipher
Robot	Output	Decode

Play Code Learn

Copyright ByteEd

Exit Statement for Lesson One:

Inputs and Outputs

Learning Intention:

...to understand inputs and outputs in computing.

1. How **do you feel** about today's lesson?

Circle the emoji bug that links to you!

Why do you feel this way?

2. What **key words** can you remember from the lesson today?

Copyright ByteEd

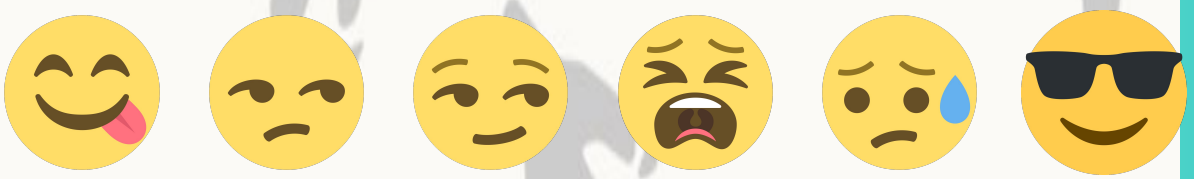
Exit Statement for Lesson One:

Inputs and Outputs

Learning Intention:

...to understand inputs and outputs in computing.

1. How **do you feel** about today's lesson?



Circle the emoji that you relate to!

2. What were your **key takeaways** from this lesson today?

3. What would you like to **learn more about?**

Play Code Learn

Copyright ByteEd