

Accelerated Intro to CS Course

This 20-hour course covers the core computer science and programming concepts in courses 2-4. The course is designed for use with ages 10-18. Check out courses 2-4 for a more complete experience!

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Lesson Name	Progress
1. Introduction to Computer Sci...	Unplugged Activity
2. The Maze	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
3. Computational Thinking	Unplugged Activity
4. Graph Paper Programming	Unplugged Activity
5. The Artist	1 2 3 4 5 6 7 8 9 10
6. Algorithms	Unplugged Activity
7. The Artist 2	1 2 3 4 5 6 7 8 9 10 11
8. Functions	Unplugged Activity
9. The Farmer	1 2 3 4 5 6 7 8 9 10 11
10. Conditionals	Unplugged Activity
11. The Artist 3	1 2 3 4 5 6 7 8 9 10 11



Run

Need help? See these videos and hints



Maze Intro



if/else Block



Instructions



One more practice of the "if-else" block, can you get it right on your first try?



Blocks

Workspace: 5 / 5 blocks

Start Over

Show Code

move forward

turn left

turn right

repeat until

do

if path ahead

do

else

when run

repeat until

do

if path ahead

do

move forward

else

turn right



Run

Instructions



It's still dark outside. Move me along the field. If there is a pile, remove it, and if there is a hole, fill it in. Hint: use the dropdown menu of options on the "if" block.



Blocks

Workspace: 7 / 7 blocks

↺ Start Over

↵ Show Code

move forward

turn left ↺ ▾

turn right ↻ ▾

remove 1

fill 1

repeat 5 times

do

if there is a pile ▾

do

while path ahead

do

when run

while path ahead

do

move forward

if there is a pile ▾

do

remove 1

if there is a hole ▾

do

fill 1

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Farmer Intro



If Block




English ▾



Instructions

Press **F11** to exit full screen

Here's a program to draw a spiral, but the blocks are disabled so they won't run. Make a new program using a "for" block (in the Loops category) and "counter" block (in the Variables category) to draw the same spiral. 



Run



Need help? See these videos and hints

[Counter Block](#)

Blocks

Workspace: 9 / 9 blocks

Start Over

Show Code

Actions

Color

Functions

Loops

Math

Variables

```
for counter from 25 to 60 count by 5  
  move forward by counter pixels  
  turn right by 90 degrees
```

```
forward by 30 pixels  
turn right by 90 degrees  
move forward by 35 pixels  
turn right by 90 degrees  
move forward by 40 pixels  
turn right by 90 degrees  
move forward by 45 pixels  
turn right by 90 degrees  
move forward by 50 pixels  
turn right by 90 degrees  
move forward by 55 pixels  
turn right by 90 degrees  
move forward by 60 pixels  
turn right by 90 degrees
```