

CODE FOR FUN **KEY TAKEAWAYS**

Computational thinking is a problem-solving process that allows us to understand a problem and tell a computer the exact instructions needed to solve the problem!

The 4 techniques of Computational Thinking are:

Decomposition

Breaking down a problem into smaller pieces

Abstraction

Focusing on what's important and leaving out what's not

We learnt to decompose & recognise patterns by creating our own pseudocode to eat nn chicken rice!

Pattern recognition

Algorithm design

Finding similarities and patterns Coming up with a set of step-by-step instructions to solve the problem

We designed our very own algorithms to find Wally in Where's Wally!

DID YOU KNOW?

Computational Thinking has been around since the 1950s!

The 4 techniques of Computational Thinking don't have to be used in sequence!



Computational Thinking at Google:

https://www.youtube.com /watch?v=VknL4d2KvVO



Find out more about algorithms:

https://youtu.be/6hfOvs



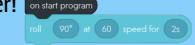
Programming is all about giving clear and specific instructions to a robot or computer! on start program

Good Programming Principles

1. Think before you code

2. Don't repeat yourself

3. Keep it simple and sweet



Programming & Robotics

with Sphero Bolt

We used block-based programming to program the Sphero to:

- Light up in different colours
- Move around and draw shapes
- Repeat instructions using loops
- React to events using sensors

We even completed some exciting challenges using the Sphero:

Traffic Light Function: We created a function to make the Sphero act like a traffic light!



Individual Sphero Dance: We planned our own Sphero Dance using the different blocks of code that we have learnt!



Create a game:

We used Conditional Programming to create a game of Scissors, Paper, Stone on our Spheros!

KNOW?

- Many tech innovators such as Steve Jobs started out by coding games for fun!
- The first computer programmer was a woman named Ada Lovelace!

Learn about programming with Hour of Code:

https://code.org/hourofcode /overview



Create your own program https://scratch.mit.edu







CODE FOR FUN KEY TAKEAWAYS

Artificial Intelligence (A.I.)

Artificial Intelligence (A.I.) is about programming machines and computers to operate in a way that resembles human beings!

 We explored how A.I. uses data to learn and improve from experience without being programmed to do so.

We saw how A.I.
learnt to play
Flappy Bird by
learning from
experience!

We learned that we have been already interacting with A.I. in our daily lives. For example, a search engine that suggests search terms even before we finish typing.



An A.I. software model of a human successfully taught itself to walk without being programmed to do so!



In the future, A.I. is likely to help improve our lives at home, in school and even in public spaces!

Take it further!

Learn more about A.I. with Google A.I. experiments:

https://experiments.withgoogle.com/ /collection/ai



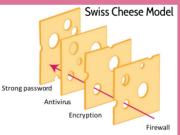
Quick, Draw! with A.I.: https://quickdraw.with google.com



Cyber Security is about learning how to keep ourselves and our data safe from cyber attacks

Cyber security works a lot like slices of Cheese, and we call this

The Swiss Cheese Defence



- No single layer of protection can perfectly prevent all cyber attacks.
- Each layer has imperfections and loopholes
- Putting multiple layers together makes our systems safer!



Creating a strong password is the first step in protecting our personal data.



DID YOU KNOW?

- Caesar Cipher is one of the oldest forms of encryption used to scramble and unscramble messages!
- There are more IoT devices than humans in the world!

We learnt about why it is important to ensure that IoT devices are protected from hackers when they are communicating over the internet!



Take it further!

Find out how strong your password is:

http://go.gov.sg/pwchecker



Try out this cyber security crossword puzzle:

https://www.cdse.edu/multimedia/games/wordfind/cyber/game-01.html





