

Strat ID	Times cited	Strategy Name	Main difficulties that it helps
S1	16	Using visual resources	Variables. Nested repetition. Function. Uni and multidimensional array. General
S2	10	Using ‘pseudocode and programming language’ as a cycle for each new concept	General
S3	9	Solving together with students in class	General
S4	8	Explain using problems and similar exercises	General
S5	8	Omit some concepts and language details	Pointer - how to write the commands. Function - passing parameters by reference. Programming language - syntax issues. General
S6	8	Using “recipes”	Programming language - syntax issues. Multidimensional array - indexes manipulation and going through positions differently than taught. Pointer - do not understand the necessity to use pointers. Function – return of value. General
S7	7	Step-by-step execution	Function – variable scope. Repetition structure - stopping condition and manipulation of the control variable. General
S8	6	Making an analogy with known concepts / objects	Variables. Expressions. Function. Selection structure. General
S9	6	Intensive practice	General
S10	5	Programming on the projector screen	General