A crucial part of mastering digital tools is understanding the basics of **programming**. Programming is about giving instructions to a computer. In this manner, computers can perform calculations, produce images, animations, games, and much more. To give instructions, we use different **programming languages**, and there's a myriad of languages to choose from. In Norwegian schools, the most commonly used languages are Scratch, Python, and JavaScript[1]. There's a vast array of free resources for learning programming languages, including:

- code.org (general coding)
- w3schools.com (general coding)
- scratch.mit.edu (Scratch)
- microbit.org (coding with micro:bit)
- espensklasserom.co (Coding in Scratch, micro:bit, etc.)
- kidsakoder.no (coding in Scratch, micro:bit, Python, etc.)

Have you already reached a high level as a programmer and feel confident with data types, functions, classes, etc.? Then, the language Rust is recommended. Many consider this to be the successor to C++ and similar languages.

[1] Admittedly in a block-based version when coding with micro:bit.