

backoffice.algoritmika.org/auth/login

URL of the system for teachers

algorithmics

Authorization

Login

Password

☐ Remember me

Login

Enter the
username/password

Remember the username/password pair
for automatic login (do not use this
option on public computers).

Click to log in to the
system

Interface showing a schedule table with columns: ID, Title, Site, S, Students, Day, Time of next lesson, #, Next lesson, Teacher, Supervisor, Group type, Status.

Annotations point to specific elements:

- Go to the group's page (points to the ID column)
- Date and time of the lesson (points to the Time of next lesson column)
- Go to the lesson's page (points to the # column)
- Set up how to display the lesson details (points to the Columns dropdown menu)
- Personal page of the teacher: here you can change your password, add a photo or provide more personal details (points to the Teacher column)

ID	Title	Site	S	Students	Day	Time of next lesson	#	Next lesson	Teacher	Supervisor	Group type	Status
21447	North Sydney Mon. North Sydney Monday 3.00 pm	North Sydney Demonstration School McHatton Computer Lab	100%	5 (5)	0	Mon 05.08.2019 15:00	9	Messages used in projects Course 9-11, M2L4 - copy for Australia	Natalie	Mike	Group	Active

Go to the group's page

Date and time of the lesson

Go to the lesson's page


Set up how to display the lesson details

Personal page of the teacher: here you can change your password, add a photo or provide more personal details

Group

North Sydney Mon.

North Sydney Monday 3.00 pm

Start 06.05.2019 15:00 Mo
next lesson 12.08.2019 15:00 Mo
lessons had 9 of 32
students 5 
course Basic Course for Australia

Not assigned

Client manager

Students

Lessons

Last lesson

Studio features

Assign new course

Change Course

#	Time	Lesson	Status	
Module 1				
1	Mon 06/05/19 15:00	Introduction. Algorithms and loops. 9-11 M1L1	Opened ▼	+
2	Mon 13/05/19 15:00	Angles. Turns. Getting to know Scratch. 9-11 M1L2	Opened ▼	+
3	Mon 20/05/19 15:00	Coordinates. 9-11 M1L3	Closed ▼	+

Go to the lesson's page

Date and time of the lesson


Close the previous or current
one/open the next one

Detailed statistics

Group

Lane Cove Thu.

Lane Cove | Thursday 3.15-4.45

Start 28.02.2019 15:15 Th
next lesson 15.08.2019 15:15 Th
lessons had 20 of 37
students 8 
course Basic Course for Australia

Not assigned

Client manager

Students

Lessons

Last lesson

Studio features

28. M2T4. Loops with conditions 08.08.2019 08:15

Name 1st

Adam

Attended ▼

Training base (track 1)

Shooting project (track 1)

Bonus: Labyrinth with stones (track 2)

00:19:29

Projects in Scratch

 Shooting

00:46:07

Set the attendance status

Task completion status:

Green : completed at the lesson

Blue: completed not at the lesson

Yellow: a task from Scratch is opened, but not yet checked (not marked as completed).

Red: not completed

Click a circle to view the student's solution

Hover over a circle to view the date and time when the task was completed.

Go to the student's page
Student's username and password

D1 !!! D2 !!! D3 !!! D4 * D5 *

File Edit

Code Costumes Sounds

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 20 y: -53

glide 1 secs to random position

glide 1 secs to x: 20 y: -53

point in direction 90

point towards mouse-pointer

change x by 10

set x to 20

change y by 10

Not completed yet

Completed

Marked as completed by the student, but not yet checked by the teacher

Not checked yet

M2T3 3.2

TASKS

The balloon should appear in a random place on the bottom...

How can you check that the balloon flew to the top of the...

You can add a costume change so that there are different col...

You can add a costume change so that there are different col...

when clicked

forever

glide 1 secs to x: 89 y: 10

The student's solution. Note that all changes you make here will not be saved.

Here the teacher can mark whether the solution is correct or not

The balloon should appear in a random place on the bottom edge of the stage. How can you do that?

Balloon1

Sprite Balloon1

Show

Size 100

Direction 90

Stage


Backdrops 2

Coordinates. 

9-11 M1L3

Posted 

+ Add lesson image

Lesson topic 

Guidelines

Presentation

Number of lessons 1

Links to the guidelines
and presentation

Topic-related video 

Tasks

Solutions

Groups

Tasks

Task ID

Copy task

Add tasks

1. Guess the coordinates! 

☐ Test

☐ Bonus task


9-11 M1L3


Track 1

Tech. minimum

Not specified 



1. Introduction 


2. Instructions 

Methodological guidelines

M1L3_Methodological Guidelines (2).pdf

08.11.2018 22:14


 Delete

 Copy path

M1L3 Coordinates.pptx

19.05.2019 21:46

 Delete

 Copy path

+ Methodological guidelines

Additional materials (e.g. a copybook)

View/complete tasks on the platform



Basic Course for Australia

Basic Course for Australia. Old M1 + Old M2 + New M2-M6

General information

Lessons

Lessons

Add lessons

Add course

Add module

Module 1

+ Add module image

Introduction. Algorithms and loops.
9-11 M1L1



Angles. Turns. Getting to know Scratch.
9-11 M1L2



Coordinates.
9-11 M1L3



Planning, cartoon.
9-11 M1L4



Creating your own cartoon.
9-11 M1L5



Review, graphics editor
Course 9-11, M2L1 - copy for Australia



Coordinates, controlling
Course 9-11, M2L2 - copy for Australia



Chat for communicating with the technical support and sending feedbacks on the platform and methodological content of the course