John Russel Jandonero

Reflection Creative Technology

1. The first lesson was about warming up and getting to know code.org and how to use it.
2. This lesson is about sequencing, learning how to use the blocks etc.
3. This lesson is about sequencing, learning how to use the blocks etc.
4. This lesson is about sequencing, learning how to use the blocks etc.
5. This lesson is about sequencing, learning how to use the blocks etc.
6. This lesson is about loops, learning how to loop the blocks etc.
7. This lesson is about loops, learning how to loop the blocks etc.
8. This lesson is about loops, learning how to loop the blocks etc.
9. This lesson is about loops, learning how to loop the blocks etc.
10. This lesson is about loops, learning how to loop the blocks etc.
11. This lesson is about conditionals, learning how to use conditional blocks – what to do if….
12. This lesson is about conditionals, learning how to use conditional blocks – what to do if….
13. This lesson is about conditionals, learning how to use conditional blocks – what to do if….
14. This lesson is about conditionals, learning how to use conditional blocks – what to do if….
15. This lesson is about conditionals, learning how to use conditional blocks – what to do if….
16. This lesson is about functions, learning how to use functions blocks – used to lessen code clutter.
17. This lesson is about functions, learning how to use functions blocks – used to lessen code clutter.
18. This lesson is about functions, learning how to use functions blocks – used to lessen code clutter.
19. This lesson is about variables, learning how to use variables, and implementing them in your code.
20. This lesson is about variables, learning how to use variables, and implementing them in your code.
21. This lesson is about variables, learning how to use variables, and implementing them in your code.
22. Loop blocks are explained more
23. Loop blocks are explained more
24. How to use and add sprites, also adding custom sprites and make them move.
25. How to use and add sprites, also adding custom sprites and make them move.
26. How to use and add sprites, also adding custom sprites and make them move.
27. How to use and add sprites, also adding custom sprites and make them move.
28. Yay! End of course 😊

