



`</i>tk`

Shatakshi Srivastava

Eva World School

5 - Adamite

# Overview:

10 Exercise	2.11 School Average
79 Levels	14.42 School Average

# Table:

All exercises	
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Exercise	Levels	Concepts	Blocks Used
Fun with Basics	10/10	Sequence, Algorithmic Thinking	130
Loopy Loops	12/12	Loops, Debugging	178
Conditional Crops	7/12	Conditional Statements, Pattern Recognition	113
Backyard Functions	6/10	Functions, Variables, Events	196
Dog and the loops	8/8	Loops, Variables, Functions	166
Swamp conditionals	4/4	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	99
Baloon pop functions	8/8	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	163
Loops and castles	8/8	Loops, Variables, Functions	285
Fun with Basics - Grade 1 & 2	8/8	Sequence, Algorithmic Thinking	0
Loopy Loops - Grade 1/2	8/8	Loops, Debugging	0

# List of Concepts:

## Decomposition

Breaking down a problem into smaller, more manageable parts.

Computational Thinking Concepts

## Pattern Recognition

Identifying similarities or patterns within problems.

Computational Thinking Concepts

## Abstraction

Simplifying complex problems by focusing on essential details and ignoring unnecessary information.

Computational Thinking Concepts

# Algorithmic Thinking

Developing step-by-step instructions or rules to solve a problem.

Computational Thinking Concepts

## Sequence

Understanding and writing instructions in a specific order.

Programming Concepts

## Variables

Introducing the concept of containers for storing information.

Programming Concepts

## Loops

Repeating a set of instructions multiple times.

Programming Concepts

## Conditional Statements

Making decisions in the program based on certain conditions.

Programming Concepts

## Events

Reacting to user inputs or specific occurrences in the program.

Programming Concepts

## Functions

Creating reusable blocks of code to perform specific tasks.

Programming Concepts

## Data Types

Introducing the idea of different types of data, such as numbers, text, and Boolean values.

Programming Concepts

## Input and Output

Understanding how programs receive information (input) and produce results (output).

Programming Concepts

## Debugging

Identifying and fixing errors or mistakes in the code.

## Comments

Adding explanations and notes within the code for better understanding.

## Event Handling

Responding to events triggered by user actions or other parts of the program.

## Graphics and Animation

Introducing basic concepts of drawing and creating movement in a program.

## Simulation

Creating virtual scenarios to model real-world situations.

## Collaboration

Encouraging teamwork and sharing of code with others.

## Iteration

Repeating a set of instructions or a process.