



`</i>tk`

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Eva World School

8 - Jade

Overview:

14 Exercise	2.11 School Average
105 Levels	14.42 School Average

Table:

All exercises
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Exercise	Levels	Concepts	Blocks Used
Loopy Loops	12/12	Loops, Debugging	175
Conditional Crops	12/12	Conditional Statements, Pattern Recognition	46
Backyard Functions	10/10	Functions, Variables, Events	11
Dog and the loops	8/8	Loops, Variables, Functions	126
Gardening Conditionals	6/6	Functions, Conditional Statements, Sequence, Algorithmic Thinking	15
Swamp conditionals	4/4	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	183
Baloon pop functions	8/8	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	0
Predator bird functions	7/7	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	0
Functions on the field	9/9	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	0
Fun with Basics	3/3	Sequence, Algorithmic Thinking	40
Loopy Loops	4/4	Loops, Debugging	72
Backyard Functions	6/6	Functions, Variables, Events	0
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.

## 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.

Programming Concepts

# Comments

Adding explanations and notes within the code for better understanding.

Programming Concepts

# Event Handling

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

Programming Concepts

# Graphics and Animation

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

Programming Concepts

# Simulation

Creating virtual scenarios to model real-world situations.

Programming Concepts

# Collaboration

Encouraging teamwork and sharing of code with others.

Programming Concepts

# Iteration

Repeating a set of instructions or a process.

Programming Concepts