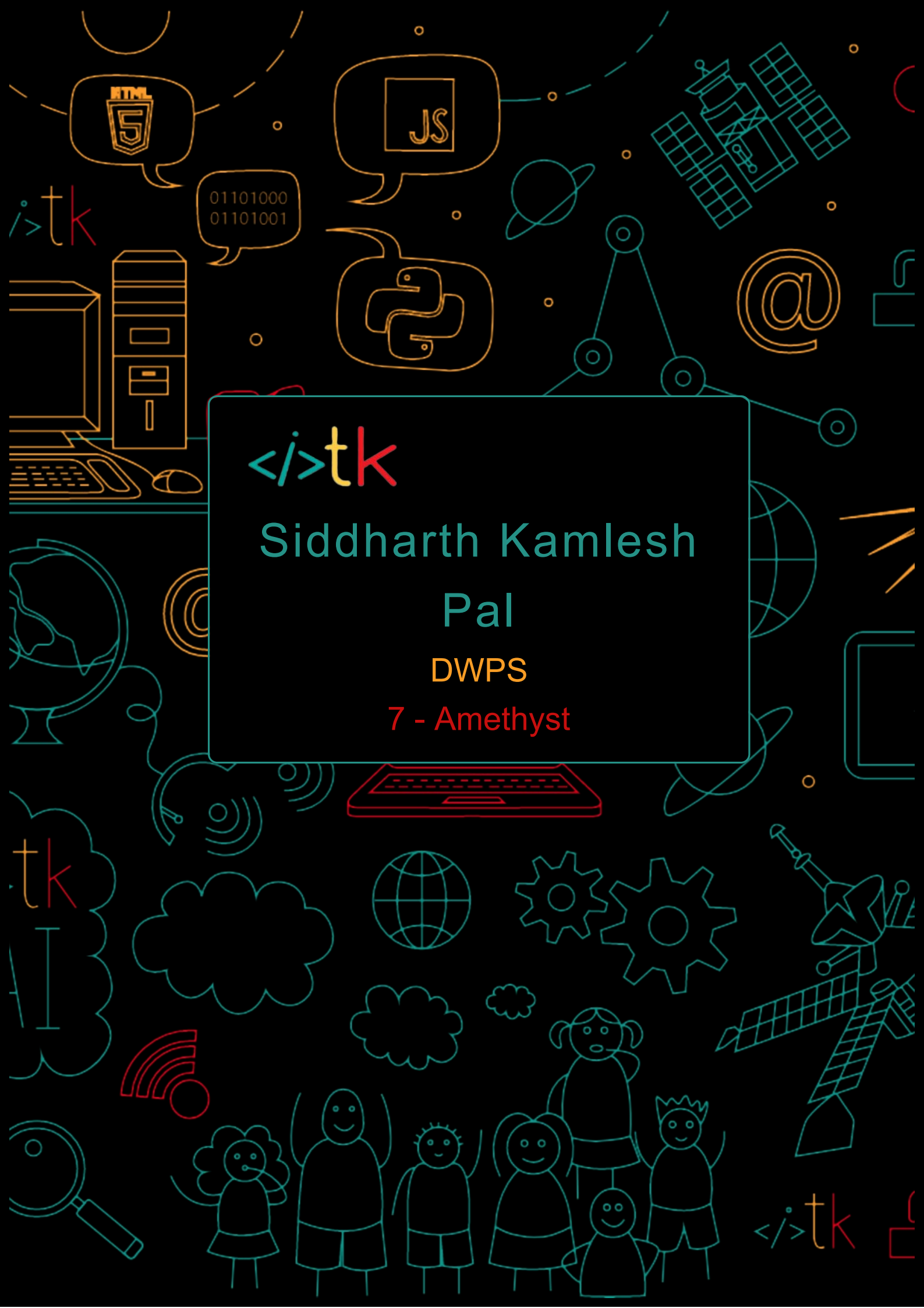
Siddharth Kamlesh Pal
DWPS
7 - Amethyst

Overview:

3 Exercise	2.13 School Average
18 Levels	16.14 School Average

Table:

All exercises

Exercise	Levels	Concepts	Blocks Used
Dog and the loops	8/8	Loops, Variables, Functions	261
Swamp conditionals	4/4	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	79
Predator bird functions	6/7	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	338

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.

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