

The background is a dark blue field filled with various line-art icons in light blue, yellow, and red. These icons include: a speech bubble with 'HTML 5', a speech bubble with 'JS', a speech bubble with binary code '01101000' and '01101001', a Python logo, a satellite, a globe, a computer monitor and tower, a keyboard, a magnifying glass, a cloud with 'tk' and 'AI' inside, a Wi-Fi symbol, a group of stylized people, two interlocking gears, a rocket, and another satellite. The central text is enclosed in a white rounded rectangle.

`</i>tk`

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SKS

7 - Amethyst

Overview:

6
Exercise

2.25
School Average

38
Levels

16.59
School Average

Table:

All exercises			
Exercise	Levels	Concepts	Blocks Used
Fun with Basics	10/10	Sequence, Algorithmic Thinking	124
Dog and the loops	8/8	Loops, Variables, Functions	176
Swamp conditionals	4/4	Conditional Statements, Loops, Variables, Sequence, Events, Functions, Decomposition, Algorithmic Thinking	64
Loops and castles	4/8	Loops, Variables, Functions	256
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	43

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.

Data Types

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

Input and Output

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

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.

