

The background is a dark blue field filled with various line-art icons in light blue, yellow, and red. These icons include: a satellite in the top right, a speech bubble with 'HTML5' in the top left, a speech bubble with 'JS' in the top center, a speech bubble with binary code '01101000' and '01101001' in the top left, a Python logo in the center, a speech bubble with '>' and 'tk' in the top left, a computer monitor and tower in the middle left, a speech bubble with '@' in the middle right, a globe in the bottom left, a laptop with binary code on its screen in the bottom center, two interlocking gears in the bottom right, a group of stylized human figures at the very bottom, and various other symbols like a magnifying glass, a cloud, a Wi-Fi signal, and a rocket. The central text is contained within a white rounded rectangle.

`</>tk`

Kiyara Arif Khan

DWPS

2 - Zircon

# Overview:



# Table:

|                               |        |                                |             |
|-------------------------------|--------|--------------------------------|-------------|
| All exercises                 |        |                                |             |
| Exercise                      | Levels | Concepts                       | Blocks Used |
| Fun with Basics - Grade 1 & 2 | 8/8    | Sequence, Algorithmic Thinking | 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.

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