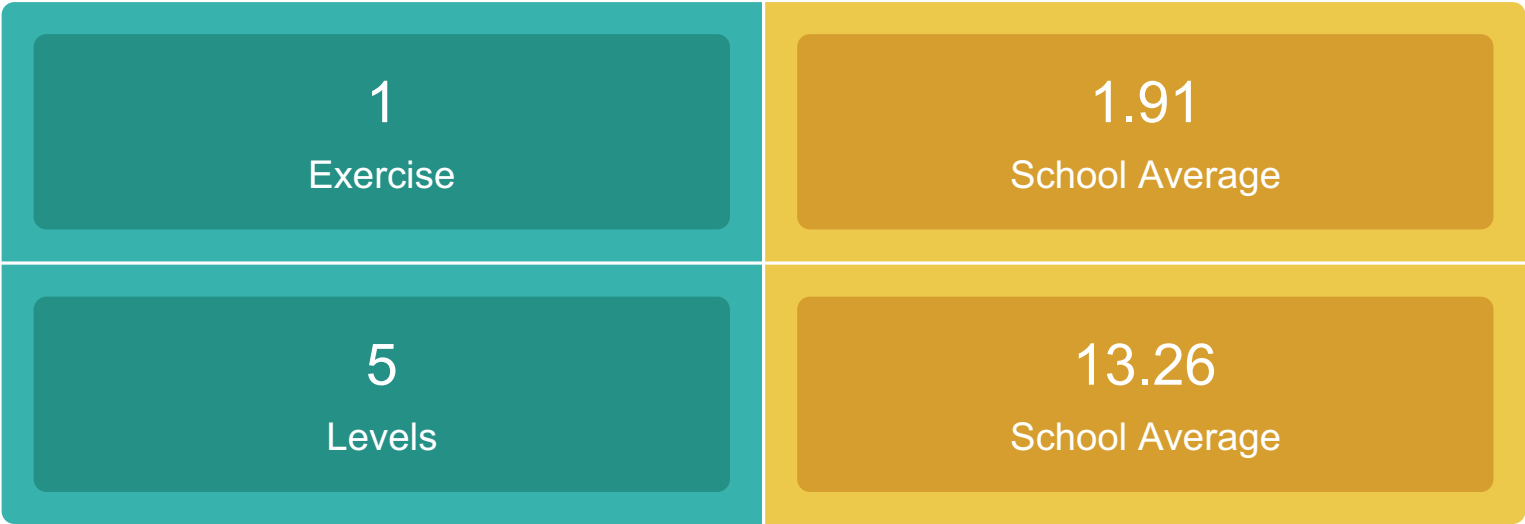


## 4 - Albite

# Overview:



# Table:

All exercises			
Exercise	Levels	Concepts	Blocks Used
Conditional Crops	5/12	Conditional Statements, Pattern Recognition	24

# 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.

# Algorithmic Thinking

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

# Sequence

Understanding and writing instructions in a specific order.

# Variables

Introducing the concept of containers for storing information.

# Loops

Repeating a set of instructions multiple times.

# Conditional Statements

Making decisions in the program based on certain conditions.

# Events

Reacting to user inputs or specific occurrences in the program.

# 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.

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