



COMPUTATIONAL THINKING

TE WHAKAARO ROROHIKO

YEAR 0-3



With Teacher Support I can....

BREAK SIMPLE TASKS INTO SMALLER TASKS (decomposition)

- Plant a seed
- Bebras - unplugged
- Coding Around an Object
- Lego Building

CREATE AND/OR FOLLOW AND DEBUG SIMPLE INSTRUCTIONS IN NON COMPUTERISED CONTEXTS OR SIMPLE TASKS (algorithmic thinking)

- Collecting Pollen
- Happy Maps
- Kid Bots Rescue Mission
- Kid Bots Move to a number
- Graph Paper Programming
- Paper Planes

IDENTIFY (decompose) AND FIX UP (debug) SIMPLE ERRORS IN A SEQUENCE (algorithm)

- Teaching Robots to Dance
- Unspotted Bugs
- A Trip to the Zoo
- Robo Dog and the Buggy
Phone (SeeSaw only)

CREATE AND/OR FOLLOW AND DEBUG SIMPLE INSTRUCTIONS IN COMPUTERISED CONTEXT (algorithmic thinking)

- Story Sequence
- Debugging with Laurel
- Programming with Angry Birds
- Spooky Forest

UNDERSTAND THAT A RANGE OF LETTERS AND SYMBOLS CAN REPRESENT MY INSTRUCTIONS OR CODE (arrows, R=right)

- Input and Output
- Lightbot
- Binary
- Run a Race

THINK ABOUT WHO WILL USE MY INSTRUCTIONS (end user)

- Cup Stacker Activity
- Make a Pizzal (SeeSaw only)
- BeeBot Coding (Seesaw only)
- Rescue Mission