

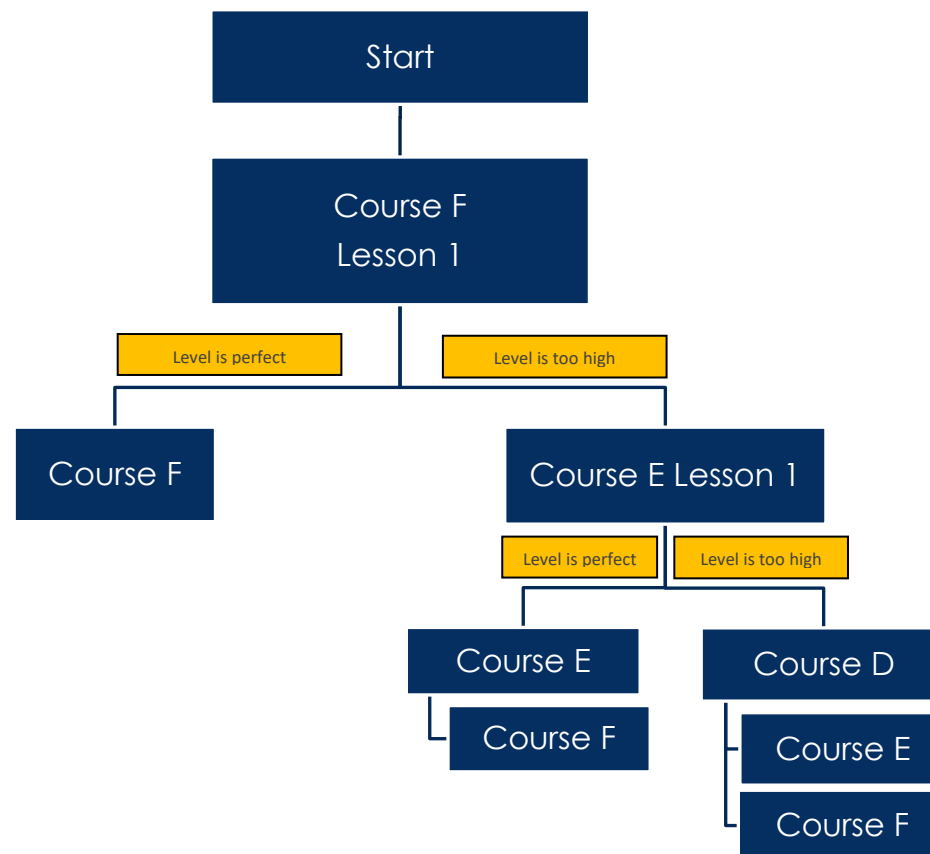
Code.org

In order to be able to face the didactic units, the students will have to have internalized certain contents of programming. In order to do this, code.org courses are proposed, in which they will be able to consolidate or learn the necessary knowledge.

There are three courses that start from a basic level (course D) to a higher level (course F). It is recommended that all students start from the first lesson of course F and if they are able to do it without any problem continue with it without doing the previous ones (D and E).

If, on the other hand, the level of that lesson is high for them, they must move on to the first lesson of course E and follow the same steps: if they overcome it without difficulty, continue with that course and then take the F and if the level is too high, start with course D and then do the E and F.

<https://code.org/educate/curriculum/elementary-school>



Course D - <https://studio.code.org/s/coursed-2019>

NOTE: Select version 2019

Sequencing	Introduction to programming	
Lesson 1	Unplugged activity	Not necessary
Lesson 2	Introduction to the Code.org workspace	Helpful
Lesson 3	Lesson on offline debugging	Not necessary
Lesson 4	Debugging Errors	Helpful

Events	Initiation to events	
Lesson 5	Introduction to events	Necessary
Lesson 6	Perfecting events	Helpful

Loops	Initiation to loops	
Lesson 7	Introduction to Loops	Necessary
Lesson 8	Perfecting loops	Helpful
Lesson 9	Perfecting loops	Helpful

Conditionals	Initiation to conditionals	
Lesson 10	Unplugged activity	Not necessary
Lesson 11	Introduction to conditionals	Necessary
Lesson 12	Loops+conditional (While)	Necessary
Lesson 13	Loops+conditional (Until)	Necessary
Lesson 14	Loops+conditional (While+to+if/else)	Necessary

Binary	Introduction to binary codes	
Lesson 15	Unplugged activity	Not necessary
Lesson 16	Perfecting events	Not necessary

Digital Citizenship	Helps students think critically about information requested by some websites	
Lesson 17	Unplugged activity	Not necessary

End of course	Application of all that has been learned	
Lesson 18	To carry out a program using everything learned	Necessary

Course E - <https://studio.code.org/s/coursee-2019>

This course will be programmed with algorithms, loops, conditionals, events and functions. Ideal for those who once programmed and know how to use conditionals, loops and events. **NOTE: Select version 2019**

Ramp-Up	Knowledge reminder for those who start with this course and practice lesson for those who have done course D first	
Lesson 1	Introduction to the programming and debugging environment	Necessary
Lesson 2	Drawing with loops	Necessary
Lesson 3	Conditionals	Necessary
Lesson 4	Conditionals	Necessary

Sprites	Character creation	
Lesson 5	Unplugged activity	Not necessary
Lesson 6	Learning the concepts Sprites and Behaviors	Helpful
Lesson 7	Perfection of Sprites and Behaviors	Helpful

Digital Citizenship	Helps students think critically about information requested by some websites	
Lesson 8	Unplugged activity	Not necessary
Lesson 9	Create a Sprite to see the difference	Not necessary

	between personal and private information	
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Impacts of computing	Helps students think critically about information requested by some websites	
Lesson 10	Unplugged activity	Not necessary

Nested loops	Perfecting activities	
Lesson 11	Practice of loops	Helpful
Lesson 12	Practice of loops	Helpful
Lesson 13	Practice of loops	Helpful

Functions	Initiation to functions	
Lesson 14	Offline activity	Not necessary
Lesson 15	Practice of loops	Necessary
Lesson 16	Practice of loops	Necessary
Lesson 17	Practice of loops	Necessary

End of course	Application of all that has been learned in a single program	
Lesson 18	To carry out a program using all that has been learned	Not necessary

Course F - <https://studio.code.org/s/coursef-2019>

In this course you will learn how to use different types of loops, events, functions and conditionals. **NOTE: Select version 2019**

Ramp-Up	Reminder of knowledge for those who start with this course and practice lesson for those who have done course E first	
Lesson 1	Functions in Minecraft	Necessary
Lesson 2	Sprite	Not necessary
Lesson 3	Sprite game	Not necessary
Lesson 4	Drawing with Loops	Necessary
Lesson 5	Nested loops	Necessary

Variables	Work with variables	
Lesson 6	Unplugged activity	Not necessary
Lesson 7	Variables	Necessary
Lesson 8	Variable switching	Necessary
Lesson 9	Variable switching	Necessary

Data	Simulation experiments	
Lesson 10	Simulation	Not necessary

For Loop	Introduction	
Lesson 11	Unplugged activity	Not necessary
Lesson 12	Initiation	Necessary
Lesson 13	Initiation	Necessary

Internet	How does it work?	
Lesson 14	Unplugged activity	Not necessary

Sprites	Sprites creation	
Lesson 15	Creation of behaviors	Not necessary
Lesson 16	Creation of a virtual interactive mascot	Not necessary

Digital Citizenship	Helps students understand what is cyberbullying	
Lesson 17	Unplugged activity	Not necessary
Lesson 18	Unplugged activity	Not necessary
Lesson 19	Unplugged activity	Not necessary

End of course	Application of all that has been learned in a single program	
Lesson 20	To carry out a program using everything learned	Not necessary