



Computer Science Fundamentals - Level 1 & 1A

Computer Science Fundamentals - Level 1

Level 1 offers computer science curriculum for beginning readers.

Students will learn to program using commands like loops and events. The lessons featured in this course also teach students to collaborate with others meaningfully, investigate different problem-solving techniques, persist in the face of difficult tasks, and learn about internet safety. By the end of this course, students create their very own custom game or story from Play Lab that they can share.

Concepts include digital citizenship, sequencing, loops, and events

Digital Citizenship

Lesson 1: Safety in My Online Neighborhood

Sequencing

Lesson 2: Learn to Drag and Drop

Lesson 3: Happy Maps

Lesson 4: Sequencing with Scrat

Lesson 5: Programming with Scrat

Lesson 6: Programming with Rey and BB-8

Loops

Lesson 7: Happy Loops

Lesson 8: Loops with Scrat

Lesson 9: Loops with Laurel

Events

Lesson 10: Ocean Scene with Loops

Lesson 11: The Big Event Jr.

Lesson 12: On the Move with Events

Project

Lesson 13: End of Project



Computer Science Fundamentals - Level 1 & 1A

Computer Science Fundamentals - Level 1A

Level 1 A closely parallels Level 1, but provides more complex unplugged activities and more variety in puzzles. Students will learn the basics of programming, collaboration techniques, investigation and critical thinking skills, persistence in the face of difficulty, and internet safety. At the end of this course students will create their very own custom game from Play Lab that they can share with a link.

Concepts include digital citizenship, impacts of computing, loops, Events and Sequencing.

Digital Citizenship

Lesson 1: Digital Trails

Sequencing

Lesson 2: Move It, Move It

Lesson 3: Sequencing with Angry Birds

Lesson 4: Programming with Angry Birds

Lesson 5: Programming with Harvester

Loops

Lesson 6: Getting Loopy

Lesson 7: Loops with Harvester

Lesson 8: Loops with Laurel

Lesson 9: Drawing Gardens with Loops

Impacts of Computing

Lesson 10: The Right App

Events

Lesson 11: The Big Event Jr.

Lesson 12: A Royal Battle with Events

Project

Lesson 13: End of Project