Code to Enhance Learning

Course Beginner Overview
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By Irfan Lalani
Afroz is a third grader who is excited to learn computer. In school, Afroz learns about history of computer, hardware and other applications which makes him aware of the computer and its certain uses which continues redundantly till more or less throughout the elementary grades. Afroz gets to explore questions what is computer? What are computer hardware? How can computer to be used to write, draw, etc.?

In higher grades, he would be pitched against a programming language where he would rote learn programs and move ahead.

This will lead to youth less exposed to digital technology which is revolutionizing the world and merely be consumer. And we want to change this!

This curriculum aims at exploring questions like how a computer works? What I can create with computer? What problems can I solve with help of computers and what skills and mindsets he should mastered to bring about a change?

This will help kids to be conversant with the fundamental of digital technology with skills and mindsets needed to thrive in the digital world and be active producers of technology.
How to use the curriculum?

**Curriculum Framework**
A well thought of pathway making the learning process fun and enriching. This will help teachers to observe the progression of the course and identify the focus aspects.

**Student Companion**
A package of consisting lesson assessments, graphic organizers and reflection journal for students targeting specific learning outcomes which help teachers understand how a specific learning outcomes would be assessed in the lesson in qualitative and quantitative manner.

**Lesson Plan and Lesson video**
Detailed plans of lessons and videos will help teachers to introduce the focused aspect to kids, let kids practice and master it.

**PowerPoint Presentation**
Comprehensive presentation of lessons which will help teachers to execute the lesson efficiently in a flow.
<table>
<thead>
<tr>
<th>Lesson Number</th>
<th>Lesson Name</th>
<th>Objective</th>
<th>Learning Outcome</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sing a Rhyme</td>
<td>Students (We) will make an application singing their favorite rhyme with lyrics on screen.</td>
<td>Interpret the concrete instructional blocks used in the program to make the project evaluated.</td>
<td>90</td>
</tr>
<tr>
<td>2</td>
<td>Things around me</td>
<td>We (Students) will create an application having pictures of different objects around us and label it with our voice.</td>
<td>Follow/Explain a given program used to make the project.</td>
<td>90</td>
</tr>
<tr>
<td>3</td>
<td>Things I do in a day</td>
<td>We (Students) will make an animation to narrate things we do in a day in sequence.</td>
<td>Evaluate a program used to make the project.</td>
<td>90</td>
</tr>
<tr>
<td>4</td>
<td>Flying Helicopter</td>
<td>We (Students) will make an application of a helicopter flying in the sky.</td>
<td>When up arrow is pressed point in direction switch costume.</td>
<td>90</td>
</tr>
<tr>
<td>5</td>
<td>Where Is It?</td>
<td>We (Students) will create an application to show an object at different location using vocabulary of spatial relationship.</td>
<td>Evaluate a program used to make the project.</td>
<td>90</td>
</tr>
</tbody>
</table>

**Blocks**

- When this sprite is clicked play
- When backdrop is changed Glide x and y
- Go to x and y
- Interprete when backdrop is changed Glide x and y
- Go to x and y

**Time**

- 90 minutes
<table>
<thead>
<tr>
<th>Definition</th>
<th>Questions</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>ability to create something new or modify things present adding personal elements</td>
<td>Students vaguely create incomplete things</td>
<td>Students create complete things as taught to them in school.</td>
<td>Students add few vague elements in the project besides things taught to them.</td>
<td>Students add few relevant elements in the project besides things taught to them.</td>
<td>Students add more relevant elements in the project besides things taught to them.</td>
<td></td>
</tr>
</tbody>
</table>
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Code to Enhance Learning Trust
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