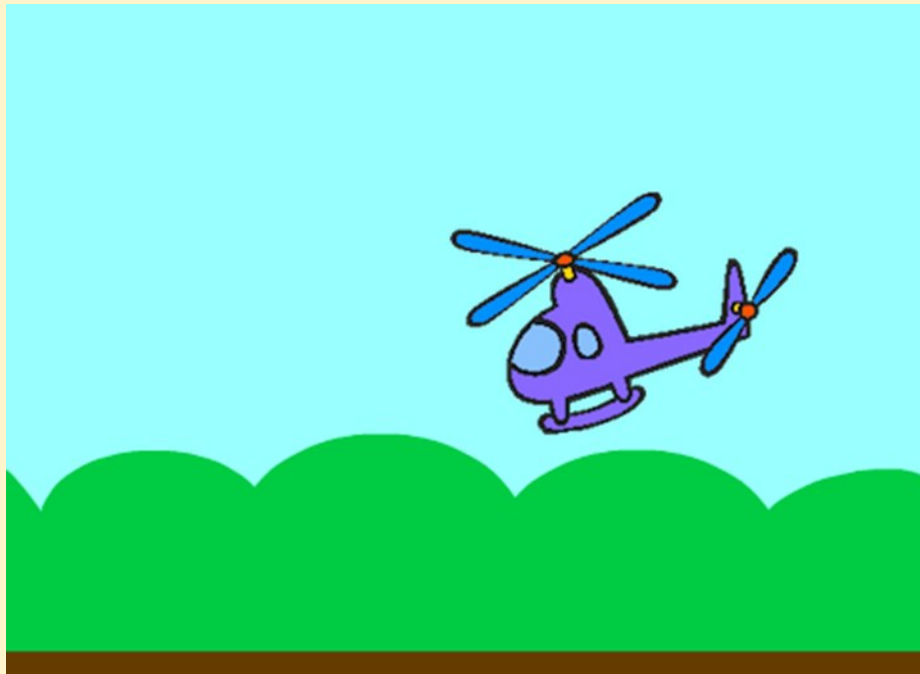


**Code to Enhance Learning**

**Course Beginner  
Overview**



# **Code to Enhance Learning**

## **Course Beginner Overview**

**By Irfan Lalani**

**Code to Enhance Learning Teacher Companion Course 1 Part 1**

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# Why this curriculum?

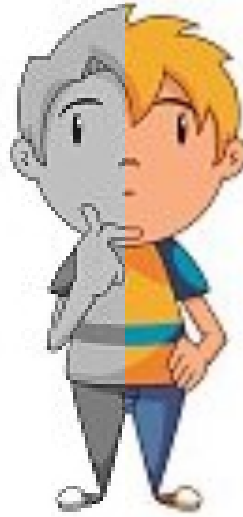
What is computer?

**HOW A COMPUTER WORKS?**

What are computer hardware?

**WHAT CAN I CREATE WITH COMPUTER?**

How can I write a letter on word?



**WHAT PROBLEMS CAN I SOLVE WITH HELP OF COMPUTERS?**

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.

## Curriculum Framework: Course Beginner

Lesson Number	Lesson Name	Objective	Learning Outcome	Blocks	Time
1	Sing a Rhyme	Students (We) will make an application singing their favorite rhyme with lyrics on screen. Students (We) will learn to save our application.	Interpret the concrete instructional blocks used in the program to make the project Follow/Explain a given program used to make the project Identify/Write a program used to make the project Evaluate a program used to make the project Save the project	when this sprite is clicked play	90
2	Things around me	We (Students) will create an application having pictures of different objects around us and label it and its function with our voice.	Interpret the concrete instructional blocks used in the program to make the project Follow/Explain a given program used to make the project Identify/Write a program used to make the project Evaluate a program used to make the project	say	90
3	Things I do in a day	We (Students) will make an animation to narrate things we do in a day in sequence.	Interpret the concrete instructional blocks used in the program to make the project Follow/Explain a given program used to make the project Identify/Write a program used to make the project Evaluate a program used to make the project	when backdrop is changed	90
4	Flying Helicopter	We (Students) will make an application of a helicopter flying in the sky.	Interpret the concrete instructional blocks used in the program to make the project Follow/Explain a given program used to make the project Identify/Write a program used to make the project Evaluate a program used to make the project	When up arrow is pressed point in direction switch costume	90
5	Where is it?	We (Students) will create application to show an object at different location using vocabulary of spatial relationship.	Interpret the concrete instructional blocks used in the program to make the project Follow/Explain a given program used to make the project Identify/Write a program used to make the project Evaluate a program used to make the project	Glide x and y Go to x and y	90

Rubric for Creativity						
Definition	Questions	1	2	3	4	5
ability to create something new or modify things present adding personal elements	NA	Students vaguely create incomplete things	Students create complete things.as taught to them in school.	Students add few vague elements in the project besides things taught to them.	Students add few relevant elements in the project besides things taught to them.	Students add more relevant elements in the project besides things taught to them.

# Code to Enhance Learning

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## **Code to Enhance Learning Trust**

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