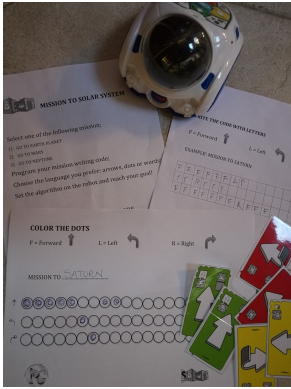



<p style="text-align: center;">Title</p>	<p style="text-align: center;">Coding and computational thinking</p>
<p style="text-align: center;">subjects</p>	<p style="text-align: center;">Science, technology, Engineering, Art, Maths</p>
<p style="text-align: center;">class</p>	<p style="text-align: center;">4-5th Grade Primary School</p>
<p style="text-align: center;">duration</p>	<p style="text-align: center;">10 hours</p>
<p style="text-align: center;">materials</p>	<p style="text-align: center;">Robots, papers, felt-tips, pencils</p>
<p style="text-align: center;">objectives</p> 	<p>Student knows a basic level-principles, for solving problems efficiently by using computational tools and information-processing agents. The student is able to understand and use the some data structures for organising information, to develop algorithms for addressing computational-related tasks, and to implement such algorithms in a specific programming language.</p>
<p style="text-align: center;">description</p> 	<p>Students learn: Introduction to computational thinking; the main tool of computational thinking, algorithms, how to write an algorithms, organising information, robots, how to programme a robot, choose a task and reach it, plan and draw tasks related to the STEAM lesson about Solar system</p>
<p style="text-align: center;">assessment</p>	<ul style="list-style-type: none"> ● gain methodological knowledge of problem solving <ul style="list-style-type: none"> ● collaborate in a group ● choose creative solution ● program a robot using different types of code <ul style="list-style-type: none"> ● implement a project with programming languages