This workbook belongs to:

calgarylibrary.ca/coding

2016

Coding Workbook

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Activity One

# Today’s Module

<http://studio.code.org/s/course3/stage/6/puzzle/1>



* Learn about functions: how to define your own set of instructions that can be used in a program.

Vocabulary Words

* **Function:** a piece of code that you can easily call over and over again.

# Today I Learned… (write or draw about something you learned today)

# I Really Liked… (write or draw about something you enjoyed today)

Activity Two

# Today’s Module

<http://studio.code.org/s/course3/stage/11/puzzle/1>



* Learn how to nest loops: repeat a set of instructions that includes a repeat loop.
* Once again, you’re practising pattern matching.

Vocabulary Word

* **Loop:** the action of doing something over and over again.
* **Pattern Matching:** Finding similarities between things.

# Today I Learned… (write or draw about something you learned today)

# I Really Liked… (write or draw about something you enjoyed today)

Activity Three

# Today’s Module

<http://studio.code.org/s/course3/stage/12/puzzle/1>



* Today’s activity is about a different kind of loop: while loops.
* When you use a while loop, the action continues for as long as the statement is true.

Vocabulary Words

* **Conditionals:** Statements that only run under certain conditions or situations.
* **Loop:** the action of doing something over and over again.

# Today I Learned… (write or draw about something you learned today)

# I Really Liked… (write or draw about something you enjoyed today)

Activity Four

# Today’s Module

<http://studio.code.org/s/course4/stage/6/puzzle/1>



* Learn about variables, an important part of coding.
* You are also working on the skills of pattern matching and abstraction.

Vocabulary Words

* **Abstraction:** Pulling out specific differences to make one solution work for multiple problems.
* **Variable:** A placeholder for a piece of information that can change.

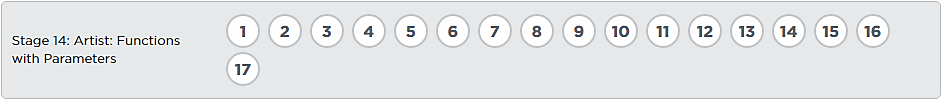
# Today I Learned… (write or draw about something you learned today)

# I Really Liked… (write or draw about something you enjoyed today)

Activity Five

# Today’s Module

<http://studio.code.org/s/course4/stage/14/puzzle/1>



* Learn how to use parameters with your functions to create more useful programs.

Vocabulary Words

* **Function:** a piece of code that you can easily call over and over again.
* **Parameter**: An extra piece of information that you pass to the function to customize it for a specific need.

# Today I Learned… (write or draw about something you learned today)

# I Really Liked… (write or draw about something you enjoyed today)

Activity Six

# Today’s Module

<http://studio.code.org/s/course4/stage/15/puzzle/1>



* Practise everything you learned by creating your own original game!
* When you’re done, share the link with your family and friends so they can play the game you created.

The link for your game is: (write it out carefully)

# Today I Learned… (write or draw about something you learned today)

# I Really Liked… (write or draw about something you enjoyed today)

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Vocabulary word definitions were taken directly from the glossary at code.org: <https://code.org/curriculum/docs/k-5/glossary>