

Getting Started with Computational Thinking, Coding & Scratch in your Classroom

Presented By: **Sue Mylde**

Fee: **\$20.00**

Date(s) & Time(s)

November 16, 2021: 4:00 PM - 5:30 PM

Venue:

Online -

About the Session

Target Audience: Grades 1-6 Teachers, pre service teachers, and educational assistants

Computational Thinking involves logic, abstraction, algorithms, pattern recognition and decomposition. Our students may already have some of these skills, but how can we teach these more explicitly, and where do we start? This session has two parts.

First, we will explore some basics of computational thinking and practical tools for bringing it into the classroom. Then, get started with Scratch, an online coding program which utilises 'block coding' to program stories, games and interactive experiences. Participants will be able to use the Scratch program right away and get ideas of how to introduce and engage their students in the classroom.

About the Presenter(s)

Sue Mylde is an educator with several years' experience in different aspects of communication, STEM and education. She is most excited about spaces where technology meets pedagogy and is an advocate for balance in today's increasingly digital world. In the classroom, Sue has been both Ed-Tech specialist and core subject teacher, and she understands the challenge faced by today's students, who have some technology know-how but not always critical thinking mindsets to navigate these powerful tools. She enjoys being curious and facilitating knowledge sharing for teachers and students around the areas of digital citizenship, computational thinking and our global world. Sue currently teaches at Rundle College.

Registration Notes:

Please make sure your device has [Google Chrome](#) downloaded to it for optimal running of Scratch.