

NexGen Thinkers

Level 1: EXPOSURE

We believe in giving wings to a child to fly and identify their passion for problem solving and creativity skills in a fun and engaging environment. We see computer science as a liberal art, a subject that provides students with a critical lens for interpreting the world around them. In their learning journey, they are exposed to the inner workings of technologies. This enables them to widen their divergent thinking and increases their enthusiasm to be motivated learners.



Sequencing

Loops

Conditionals

Functions

Variables

For loops

Events

Competency achieved in Level 1

	Classes 1 – 5	Sequencing	Develop programming and debugging skills using block-based format. As they solve puzzles, students master the concept of Sequencing and algorithms in programming. Computational Thinking and computer theory are embedded in the design instruction.
	Classes 6 – 10	Loops	Use a loop structure instead of manual repetition. Differentiate between commands that need to be repeated in loops and commands that should be used on their own. Recognize when to use a `for` loop and when to use other loops such as `repeat` and `while` loops.
	Classes 11 – 15	Conditionals	Deepen the knowledge of loops and start using conditionals to create iterative loops. If-Then conditions and decision making, While -Do conditions, Nested Loops
	Classes 16 – 18	Functions	Students will recognize reusable patterns and be able to incorporate named blocks to call predefined functions. Recognize when a function could help to simplify a program. Use predetermined functions to complete commonly repeated tasks.
	Classes 19 – 21	Variables	Manipulate variable values and output. Write dynamic code using variables by allowing values to change while the code is running.
	Classes 22 – 23	For loops	Determine starting value, stopping value, and stepping value for a `for` loop. Enhance your coding skills to use variables and parameters.
	Classes 24 – 26	Events	Identify actions that correlate to input events. Create an animated, interactive game using sequence and events.

Get ready to learn with NGT

Laptop or Chromebook



Internet



Webcam

