

## SCIENCE FOR THE YOUNGEST

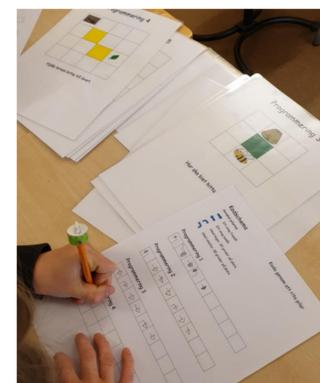
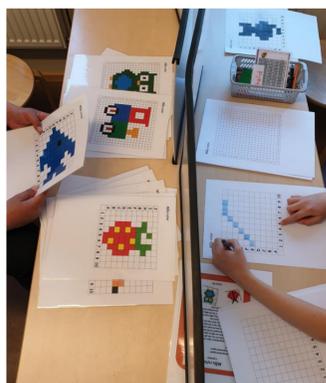
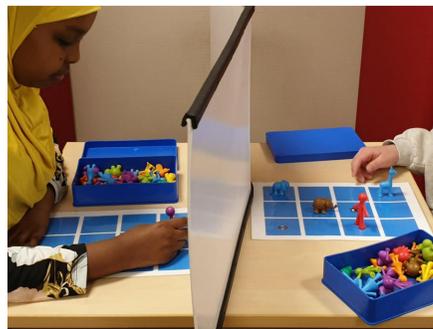
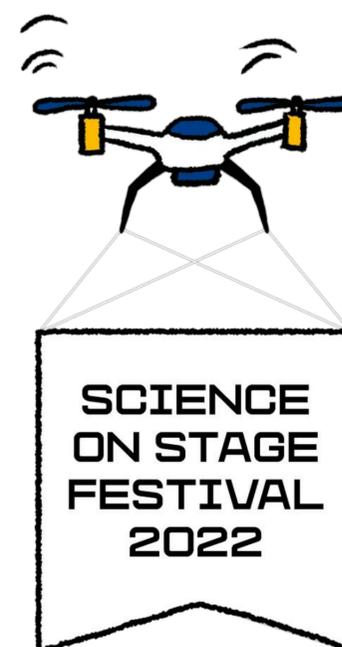
Berit Svensson | Hackebackeskolan | Lessebo | Sweden

# Unplugged Programming A Way to Learn the Basic of Programming

This project is about how students program each other in different ways and in different subjects to learn the basics of programming.

My goal with this project has been that:

- The students understand what programming are and what it can be used for.
- The students learn terms and concepts used in programming.
- The students get a good understanding by giving and receiving codes from each other, the more accurate codes they give, the better results they get
- The material we use should be cheap an easy to produce.



In the work with unplugged programming the students have developed their computer science thinking by breaking down problems into smaller parts, thinking logically, looking for patterns and finding the most effective solutions. The students got a good start for work whit block programming.