

# AUTUMM UNPLUGGED COMPUTATIONAL THINKING ACTIVITY DESIGN

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## Abstract

From May 8th to 12th, 2017 the Tackle 3 training course “Teaching coding to children” (<http://www.tackle3.eu/en/tallinn-training-course-guide/>) was held in Tallin (Estonia), which will focus on introducing programming in primary schools and teaching children how to code.

The training has been designed by the Tackle 3 project partners.

The training course aimed to develop your own coding competences and also the competences to teach coding to children from 3 to 14 years.

There were five training days during which we learned together, in order to:

- Describe the key principles of coding;
- Describe the basics of computational thinking;
- Use appropriate terminology;
- Build on activities teachers and children already do;
- Measure progression, differentiate lessons and assess what children have learned;
- Link the curriculum to the Tackle3 website.

The final activity developed by this participant was related to design an unplugged activity to develop the computational thinking skills.

## Link to the presentation

<https://es.slideshare.net/grialusal/autumm-76307417>

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## Keywords

Computational thinking; Coding in the pre-university curricula; TACCLE3; Computational thinking unplugged activities

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