



<b>Enseignement secondaire</b>		
<b>Classes internationales</b>		
	<b>Régime anglophone</b>	
<b>Informatique</b>		
<b>Programme</b>		
<b>6IEC</b>		

1 lesson per week with entire class throughout the school year 1 lesson per week with ½ of class every 2 weeks 1 lesson per week with entire class for 1 semester
Langue véhiculaire: anglais
Nombre minimal de devoirs par trimestre: 2

## Course

Introduction to computer programming

## Course Goals

To provide students with a beginning course in computer programming covering the elementary concepts involved in algorithmic problem solving with computing machines. Students will create programs using a high-level programming language to implement simple algorithms.

## Text

Handouts from various texts

## Software

- Scratch
- Python

## Skills taught

- Scratch: As a visual language, the student will design, write, run, and debug executable programs
- mBot by Makeblock: Robotics provide a physical application of the programming and problem solving skills acquired in the previous unit
- Python: As a text-based language, the student will design, write, run and debug executable programs.

## Lesson overview

- Term 1: Scratch
- Term 2: mBot by Makeblock
- Term 3: Python