



CANBERRA HIGH SCHOOL - Learning overview for Term 1

Subject: Programming Concepts

Week	Topic	Content/Activity/Tasks
1	Intro to course and L3	Intro to expectations and course. Initial tasks with L3 – basic drawing and commands (basic implementation of loops).
2	L3	Continuation of L3 exercises – development of drawing skills and commands.
3	Grok Programming Competition.	Week 1 tasks and L3 exercises when completed.
4		Week 2 tasks and L3 exercises when completed.
5		Week 3 tasks and L3 exercises when completed.
6		Week 4 tasks and L3 exercises when completed.
7		Week 5 tasks and L3 exercises when completed.
8	NCLab	Intro to NCLab
9		Programming a robot game to complete tasks and develop use of loops and conditional statements.