



Computational Thinking and Little Coders

ZTH-COD-001 | Tech Tots | Core | Coding

8 weeks

duration

12 hours

learning time

2 x 0.75h

live sessions per week

US\$60.00

fee per learner

In this course you will give and follow step-by-step instructions.

Delivery

Offline-ready: can run without internet

Suitable for

Early years 5-7, Primary-age 8-13, Teachers, NGOs and community hubs

What you will be able to do

- Give and follow step-by-step instructions
- spot and fix a mistake
- control a programmable toy or floor robot

Syllabus

1. Wk 1 Giving instructions
2. Wk 2 Patterns and sequences
3. Wk 3 Loops with dance moves
4. Wk 4 Fixing mistakes (debugging)
5. Wk 5 Meet the floor robot
6. Wk 6 Mazes and maps
7. Wk 7 Build a story path for the robot
8. Wk 8 Robot show

Hands-on practical work

- Human robot game
- arrow-card programming on a floor grid
- maze building from blocks
- programmable toy missions
- decorate and name a robot

Resources and equipment

Arrow cards, floor grid mat, 3 programmable floor toys (battery-powered), building blocks, whistles and ribbons

Off-grid and solar option

Fully unplugged: arrow cards and human robots; toy robots use rechargeable AA batteries charged on the Sun Box





Assessment

Robot mission checklist and a peer demonstration

Career direction

Early computational thinking for future software developer, engineer, robotics and automation technician roles

Coding and logic are now part of most modern school curricula and are the base of software, automation and AI jobs

Next steps

Leads to DS1 Scratch Game Makers and DS2 Micro:bit and Robotics Makers

Enrol

Skills first, certificate second: you finish with something you can do and a QR-verifiable certificate to prove it.

Enrol online at <https://zambesi.ac.zw/course.php?slug=computational-thinking-and-little-coders> or contact info@zambesi.ac.zw / +263 7X XXX XXXX.

