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Teaching Digital Technologies: Computational Thinking, Coding And Robotics In The Classroom



Synopsis

This popular e-book will guide any elementary / primary or junior high teacher through the process of teaching computational thinking, coding and robotics in your classroom. With 101 pages of resources, multimedia, teaching ideas and global insights around implementing digital technologies in the classroom, this proven book is guaranteed to guide you in providing a 21st century curriculum to your students. This eBook filters out a great deal of the confusion, hype and unnecessary expense teachers can run into when you are unsure of where to start. Don't over complicate what is a simple area of the curriculum to explore and implement. You will follow a proven process of working with data, computational thinking, coding and robotics which can be adapted to meet the needs of your students and also the devices you have available to your students. Whether you have been begrudgingly dragged into this curriculum area or somewhat of a guru who wants to take their students to the next level this book is a must have and a great addition to our highly popular suite of innovative eBooks. You will not find as complete of a resource on this area of the curriculum. Aligned to: Common Core, Department For Education UK Curriculum, Australian Digital Technologies Curriculum

Book Information

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Customer Reviews

Really thorough introduction to computational thinking and coding with heaps of resources and ideas I started using with my class. Great resource

It is a good book for teacher to teach about computational thinking in classroom at schools. I recommend this book to read slowly.

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