



Professional Development Table of Contents



Table of Contents

INTRODUCTION LESSONS

1. What Are Algorithms? Intro
2. Computational Thinking
3. Data Representation
4. Communication & Internet Technologies
5. Logic Gates & Circuits
6. Operating System & Computer Architecture
7. Input & Output Devices
8. Memory & Data Storage
9. High And Low-Level Languages
10. Security And Ethics

CHAPTER 1 LESSONS

1. Introduction to CS and Codementum
2. Using Codementum Panel and Documentation
3. The Basics & Repeat Loops
4. Variables
5. Arrays & Lists
6. For Loops & Helper Methods
7. Conditional Expressions - if & Comparison Operators

CHAPTER 2 LESSONS

8. Conditional Expressions - if elif
9. Conditional Expressions - if else
10. Boolean Logic
11. While Loops
12. Functions & Parameters & Return Value
13. AND OR NOT
14. Events

CHAPTER 3 LESSONS

15. Sets & Dictionaries
16. Mathematical operations & Debugging
17. Functions with Parameters
18. Character String Methods & Modules
19. Time and Datetime Modules
20. Defining Classes
21. Database

CHAPTER 4 LESSONS

22. Computer Science Topics & Pseudocode & Sample Curriculum
23. What is App Maker? Using App Maker
24. Example mobile application development
25. What is Game Maker? Using Game Maker
26. Example mobile game development
27. What is AI? Using AI App Maker
28. Example mobile AI application development
29. Introduction to Micro:bit & Example micro:bit project development
30. Introduction to Arduino & Example Arduino project development

If you have any questions: info@codementum.com