

Progressive List of Skills Taught

| Unit | Lesson | Skill Taught | |
|------|--------|---|--|
| 1 | 1 | Parts of the Computer, how to connect it together | |
| 1 | 2 | Lighting an L.E.D. on Pibrella using Scratch | |
| 1 | 3 | Lighting an external L.E.D. using Scratch | |
| 1 | 5 | Writing a simple program to turn on an L.E.D. | |
| 2 | 4 | Changing the brightness of an L.E.D. | |
| 2 | 5 | Changing a variable to control speed of a motor | |
| 3 | 4 | Sequencing instructions; using Repeat and Forever loops | |
| 4 | 4 | Connecting an input device (switch); using IF and IF/ELSE | |
| 4 | 5 | Running more than one code (algorithm) simultaneously | |
| 4 | 6 | Introduction to variables; control variable with input device | |
| 5 | 6 | Using variables to control an ON/OFF system | |
| 5 | 7 | Complex program - multiple inputs controlling a variable | |
| 6 | 7 | Complex program - multiple inputs controlling 2 variables | |