香港機械人學院 Robot Institute of Hong Kong

孫方中小學家長教師會與香港機械人學院合辦

Discovery EDUCATION™

編程發明家證書課程

Discovery Education Coding 讓學生從趣味的角度了解運算思維。在不同的學習階段中,逐步學到變數、函式、判斷語法、推理及解決問題的編程能力,將觀念化為現實,帶領學生進入編程的世界。課程循序漸進,由淺入深,包括Block Coding、 Python 和 HTML。

■ **獲發官方證書**
完成課程可獲發官方證書及推薦參與本地或國際編程比賽。

■ **學習編寫App**
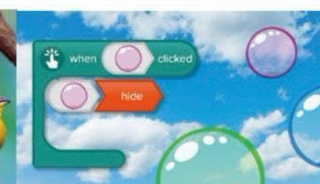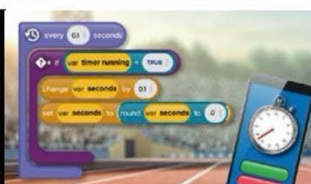學生編寫遊戲App,使學習變得更生動有趣,建立邏輯及運算思維。

■ **課程國際標準**
內容符合美國電腦科學教師協會(CSTA)標準。

	編程發明家證書課程
對象	一至三年級同學(歡迎新舊生報名參加)
日期	7/2,28/2,21/3,18/4,25/4,2/5,9/5,23/5,30/5,13/6 (星期六) 共 10 節
時間	09:00-10:00 (每節 1 小時)
上課地點	學校 406 課室
費用	$1,150 / 10 節 費用包括:導師費用、Discovery Education 賬戶登記費用($480)、Discovery Education 證書及 StudyOne 網上學習系統費用
查詢	電話:2172 4202　　whatsapp:5742 6645　　網址:www.rihk.com
負責老師	陳美鳳老師

課程介紹

Discovery Education Coding 課程由淺入深，超過100個教案， 適合初小至初中學生，課程結構包括 Block Coding (L1–L6)、 Python (P1–P4) 及 HTML(H1–H4)。部份教案如下：

Level		Content
L1		Themes: On the Move | Simple Inputs 1. Learn the basic knowledge of computer program 2. Learn simple input object 3. Practice using Events, Objects and Actions function
L2		Themes: Different Sorts of inputs | Buttons and Instructions 1. Learn that programs respond to different sorts of inputs 2. Sorting inputs and outputs 3. Try to use one object to control another object
L3	Block Coding	Themes: Sequence and Animation | Conditional Events (Selection) 1. Learn to make things happen in a sequence 2. Creating simple animations and simulations 3. Learn to code with 'if statements'
L4		Themes: Introduction to Variables | Repetition and Loops 1. Learn the basic concept of 'Variables' 2. Create mini game with variable 3. Learn to use repetition and loop functions
L5		Themes: Speed, Direction and Coordinates | Random Numbers and Simulations 1. Learn Speed, Direction and Coordinates in program 2. Use numbers to control the speed from the object 3. Learn how computers can generate random numbers and how to use them in simulations
L6		Themes: More Complex Variables | Object Properties 1. Learn more complex variables 2. Using booleans value to make different responses 3. Using property values and parameters to store information about objects
P1	Python	Themes: Introduction to Python | Python Graphics 1. Learn basic coding to print out different result 2. Learn the calculation with variables 3. Use turtle graphic module to draw shapes
P2		Themes: Random Numbers and Simulations | Python Functions 1. Understand random numbers and array 2. Create simulations with random numbers and array 3. Practice using functions to draw a picture

歡迎家長查詢課程資料或自行組班服務