

# Sec 1 - Invitation to Code

## Everyone Can Code

### Activity

Students are to download Learn to Code 1. By solving puzzles, students will learn to code using commands and sequences.

### Objectives


- Students can demonstrate the use of commands and sequences in an everyday situation.
- Students can describe what commands and sequences are.
- Students understand the importance of order when sequencing instructions.
- Students can code using functions, for loops, conditional code, Booleans and logical operations.
- Students can debug with code.
- Student explains his/her reasoning and decisions (CIT)

### Extensions

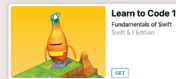
- Students can explore Swift playground Learn to Code 2 to build up their foundation of Swift, the programming language used to create apps for Apple products.
- Teachers can reference Learn to Code 1/2 and 3 for lesson ideas and activities to support computational thinking/skills in school.

## Have a go


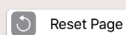


1 Tap , under More Playgrounds tap [See All](#)

2 Locate Learn to 1 and tap Get



3 Then follow the on screen instruction to complete the playground book.

4 To reset the code/page tap  and 

5 As part of learning record, students can take a screen capture and share with the teacher. Alternatively, students can share the whole Learn to Code 1 book with the teacher. (Suggest students to rename before sharing)

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