

Teaching Computational Thinking in Primary Education

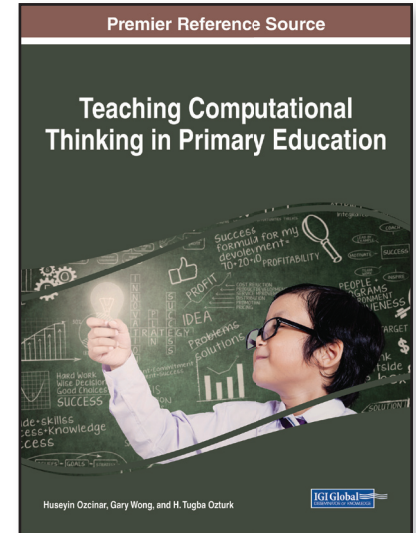
Part of the Advances in Early Childhood and K-12 Education Book Series

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Description:

Computational technologies have been impacting human life for years. Teaching methods must adapt accordingly to provide the next generation with the necessary knowledge to further advance these human-assistive technologies.

Teaching Computational Thinking in Primary Education is a crucial resource that examines the impact that instructing with a computational focus can have on future learners. Highlighting relevant topics that include multifaceted skillsets, coding, programming methods, and digital games, this scholarly publication is ideal for educators, academicians, students, and researchers who are interested in discovering how the future of education is being shaped.



ISBN: 9781522532002

Release Date: October, 2017

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Pages: 356

Topics Covered:

- Coding
- Digital Games
- Graphical Interfaces
- Multifaceted Skillsets
- Programming Methods
- Programming Robots
- Robotics
- Spatial Thinking

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