






## CODE WITH ALTINO



# YEARS 1 - 2 HYBRID PROGRAMME SCHOOLS

Fun and play with Altino the Robot Car's functions. Learn sequential thinking using Crayon app. Advanced students learn coding in the real world by programming Altino's functions in Scratch language. Includes 1 scheduled week with Altino the Robot Car and coding exercises

Recommended Age Group	Primary School - Years 1 - 2 (Stage 1)	
Pre-requisites	None required	
Onsite teaching X 1 hour	<p><b>INTRODUCTION TO ALTINO</b></p> <ul style="list-style-type: none"> <li>• On site teaching on school premises</li> <li>• Crayon app - make Altino move</li> <li>• Explore Altino's sensors</li> </ul>	
Program Altino's functions X 3 hours (learn at home over 1 week)	<p><b>PROGRAM ALTINO'S FUNCTIONS</b></p> <ul style="list-style-type: none"> <li>• Program Altino's functions with Crayon app to learn sequential programming</li> <li>• Functions include: <b>movement, lights, sounds and LED matrix</b></li> </ul>	
<p><b>AND/OR</b> For advanced students</p>	<ul style="list-style-type: none"> <li>• Program Altino's functions with Scratch language</li> </ul> <p>For more advanced students - progress to older years for:</p> <ul style="list-style-type: none"> <li>• Display pixel art on LED matrix</li> <li>• Program Altino's sensors</li> <li>• Principles of computer programming - loops, conditional statements, operators</li> </ul>	

Book online at [www.codewithaltino.com.au](http://www.codewithaltino.com.au)  
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