





Noel Leon Kronenberg

has completed the following course:

COMPUTER PROGRAMMING FOR EVERYONE

UNIVERSITY OF LEEDS AND INSTITUTE OF CODING

On this course, learners discovered how and why people program computers, the kinds of problems computers can solve, explored the different types of coding language and implemented the key principles learnt in their coding project.

2 weeks, 2 hours per week

Tom Armitage Lead Educator











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On this course, learners discovered how and why people program computers. Using an introductory block-language for coding, they discovered the kinds of problems that computers can help solve, explored different types of coding languages and discovered a variety of useful applications of code. At the end of the course, learners implemented the key principles learnt with their own coding project.

STUDY REQUIREMENT

2 weeks, 2 hours per week

LEARNING OUTCOMES

- Summarise key developments in the advent of computer technology.
- Identify where algorithms are used in the real world.
- Solve basic block-language programming exercises.
- Discuss the roles and responsibilities involved in making software.
- Solve more advanced block language exercises with expressive solutions.
- Describe the features and advantages of textbased coding languages.

SYLLABUS

- Key developments in computing
- Explore what code can do
- How programming works in real life
- · Writing basic code
- Solving a more complex problem with code
- Finding out what a development team does

