

PIAF : to develop Computer Science and Algorithmic Thinking in basic education

C1 : Abstracting away / generalizing

C2 : Compose/ decompose a sequence of actions

C3 : Control a sequence of actions

C4 : Evaluate objects or sequences of actions

C5 : Handling formal representations

C6 : Build a sequence of actions iteratively

Progression in the acquisition of various skills

- C 1.2 Differentiate (i) object and action, and (ii) atomic actions and non-atomic actions
- C 1.1 Name objects and (sequences of) actions
- C 4.1 Compare two objects according to a given criterion
- C 5.2 Translate objects or sequences of actions between formal representations
- C 6.1 Verify if a sequence of actions reaches a given goal
- C 1.4 Describe the outcome of a sequence of actions
- C 1.5 Predict the outcome of a sequence of actions
- C 2.2 Complete a sequence of actions to reach a simple goal
- C 2.3 Create a sequence of actions to reach a simple goal
- C 3.1 Repeat a sequence of actions a given number of times
- C 1.6 Using objects whose value can change
- C 2.6 Decompose goals into simpler subgoals
- C 3.2 Repeat a sequence of actions until a goal has been reached
- C 4.2 Compare two sequences of actions according to a given criterion
- C 1.7 Recognize existing objects and (sequences of) actions that can be used to reach a similar goal
- C 2.5 Combine sequences of actions to reach a goal
- C 2.4 Create a sequence of actions to reach a complex goal
- C 6.4 Extend or modify a sequence of actions to reach a new goal
- C 4.3 Improve a sequence of actions according to a given criterion

C 1.3 Identify the input parameters of a sequence of actions

C 5.1 Represent objects or sequences of actions through one formal representation

C 2.1 Order a sequence of actions to reach a goal

C 3.3 Integrate a simple condition into a sequence of actions

C 6.2 Notice errors in a sequence of actions

C 3.4 Integrate a complex condition into a a sequence of actions

C 6.3 Fix a sequence of actions for reaching a given goal

