

[ICDL-CPT] ICDL Computing

Length : 16 (hours) / 2 (days)

Audience(s) : Anyone interested in developing generic problem-solving skills,

understanding fundamental concepts of basic computing and coding

knowledge

Delivery Method : Instructor-led (Classroom) with hands-on exercises on computers

Technology : Python IDLE programming environment

Course Overview

This module sets out the skills and competences relating to computational thinking and coding and will guide you through the process of problem solving and creating simple computer programs. This module will help you understand how to use computational thinking techniques to identify, analyse and solve problems, as well as how to design, write and test simple computer programs using well structured, efficient and accurate code.

Course Objectives

- Understand key concepts relating to computing and the typical activities involved in creating a program.
- Understand and use computational thinking techniques like problem decomposition, pattern recognition, abstraction and algorithms to analyse a problem and develop solutions.
- Write, test and modify algorithms for a program using flowcharts and pseudocode.
- Understand key principles and terms associated with coding and the importance of well-structured and documented code.
- Understand and use programming constructs like variables, data types, and logic in a program.
- Improve efficiency and functionality by using iteration, conditional statements, procedures and functions, as well as events and commands in a program.
- Test and debug a program and ensure it meets requirements before release.

Pre-Requisites

- Proficient in using a Microsoft Windows computer and software
- Speak, write and understand English

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Course Outline

LESSON 1 - THINKING LIKE A PROGRAMMER

- 1.1 Computational Thinking
- 1.2 Instructing a Computer

LESSON 2 - SOFTWARE DEVELOPMENT

- 2.1 Precision of Language
- 2.2 Computer Languages
- 2.3 Text About Code
- 2.4 Stages in Developing a Program

LESSON 3 - ALGORITHMS

- 3.1 Steps in an Algorithm
- 3.2 Methods to Represent a Problem
- 3.3 Flowcharts
- 3.4 Pseudocode
- 3.5 Fixing Algorithms

LESSON 4 - GETTING STARTED

- 4.1 Introducing Python
- 4.2 Exploring Python
- 4.3 Saving a Program

LESSON 5 - PERFORMING CALCULATIONS

- 5.1 Performing Calculations with Python
- 5.2 Precedence of Operators

LESSON 6 - DATA TYPES AND VARIABLES

- 6.1 Data Types
- 6.2 Variables
- 6.3 Beyond Numbers

LESSON 7 - TRUE OR FALSE

- 7.1 Boolean Expressions
- 7.2 Comparison Operators
- 7.3 Boolean Operators
- 7.4 Booleans and Variables
- 7.5 Putting It All Together

LESSON 8 - AGGREGATE DATA TYPES

- 8.1 Aggregate Data Types in Python
- 8.2 Lists
- 8.3 Tuples

LESSON 9 - ENHANCE YOUR CODE

- 9.1 Readable Code
- 9.2 Comments
- 9.3 Organisation of Code
- 9.4 Descriptive Names

LESSON 10 - CONDITIONAL STATEMENTS

- 10.1 Sequence and Statements
- 10.2 IF Statement
- 10.3 IF...ELSE Statement

LESSON 11 - PROCEDURES AND FUNCTIONS

- 11.1 Subroutines
- 11.2 Functions and Procedures

LESSON 12 - LOOPS

- 12.1 Looping
- 12.2 Looping with Variables
- 12.3 Variations on Loops
- 12.4 Putting It All Together

LESSON 13 - LIBRARIES

- 13.1 Using Libraries
- 13.2 Standard Libraries
- 13.3 Events
- 13.4 Pygame Library
- 13.5 Boilerplate Code
- 13.6 Drawing Using the Libraries

LESSON 14 - RECURSION

- 14.1 Recursion
- 14.2 Recursive Drawing

LESSON 15 - TESTING AND MODIFICATION

- 15.1 Types of Errors
- 15.2 Finding Errors
- 15.3 Testing and Debugging a Program
- 15.4 Improving a Program

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