Computer coding is a set of instructions that tells your computer, mobile phone, tablet or other device to solve a problem or carry out a task.

*Code Breaker* navigates students through online structured coding and computational problem solving activities. It aims to engage students to think and problem solve while acquiring an understanding of how technologies can work for them. The course is designed to guide students through levels of computational, mathematical, design, systems and futures thinking. *Code Breaker* exposes, engages and challenges students to embrace innovation in a digital age.

Visit [www.impact.edu.au](http://www.impact.edu.au) to view *Code Breaker*’s alignment with the Australian Curriculum: Digital Technologies.

**Target Group**

Schools can use this project as an enrichment opportunity for mid-to-high achieving students from Year 4 through to Year 6, with selection criteria largely subjective.

**Lesson Content**

*Code Breaker* provides an introduction into computer programming using Block Code and progresses to the basics of Python, including an understanding of computer programming syntax.

The course also includes relevant biographies of key entrepreneurs in the IT industry including: Steve Jobs, Mark Zuckerberg, Bill Gates, Alan Turing and more, along with providing an introduction into key aspect of IT including: operating systems, networks, binary code, bytes, memory and pixels.

*Code Breaker* also involves hands on activities for the students putting their new knowledge of coding into context and practical testing using a ‘Makey-Makey’ product.

**Availability**

- Round 3 – Aug to Dec 2016 – Year 4-5-6

**NB:** This is a new IMPACT Project and was not available in Round One or Two in 2016.

**Format**

Live web conference lessons are delivered directly to your students *once per week* for 60-70 minutes in a negotiated, regular timeslot over 12 school weeks.

Additional consolidation and extension activities are available online at any time with internet access.

**New Project for 2016**

*This is a new IMPACT Project commencing in Round 3, 2016. It is designed to support schools in delivering ICT competence and targeted digital literacy for students. The content and activities have been developed by the IMPACT Centre’s innovation team in collaboration with digital technology industry experts from Griffith University. *Code Breaker* provides an introductory and structured course for students to explore logic and computational thinking through online digital technologies activities.*