

Level of the student	Subject	Title	Description	Offline/online
All levels	General skills	General skills	Short Activities to practice some of the general skills needed for CT: Creativity, collaboration, brainstorming, etc	Offline
	CT Foundations	Introduction to Algorithm	What is an algorithm and how can you use it? What is its meaning and relevance within CT. Concepts: Algorithm, programming	
	CT Foundations	Introduction to Pattern.	What is it and how can you use pattern recognition within CT? Concepts: Sorting, Classes and objects, functions	
	CT Foundations	Introduction to Abstraction	What is it and why is it important within CT? Concepts: programming, algorithm-thinking, Interface design, structured data types	
	CT Foundations	Introduction to Decomposition	What is it and why is it needed within CT? Concepts: algorithm, logical-thinking, data structures	
Beginner	Programming	Offline programming	Create a dance and learn the basics of programming	Offline
	Programming	Online Programming	Learn the basics of programming in online environments: three different activities (Kodetu, Scratch, sandwich)	Combination
Inter-mediate	Tinkering with CT	Roadrunner en Coyote	Make your own roadrunner and find your way through the maze without being caught by the coyote.	Offline
	Tinkering with CT	Say it with cardboard	Say it with cardboard. Use the micro:bit (or other technology) to promote a message.	Combination
Expert	Use CT in a project	Make X/Make a light show	Make X, a format to integrate CT within your lessons and activities. Including two examples of the Make X lesson. Make a mini lightshow (offline) and make a (mini) lightshow with micro:bit.	Offline and online version
	Integrating multiple CT concepts and skills	CT Escape room!	An escape room with CT-related challenges to solve and build an algorithm-driven theatre play	Combination