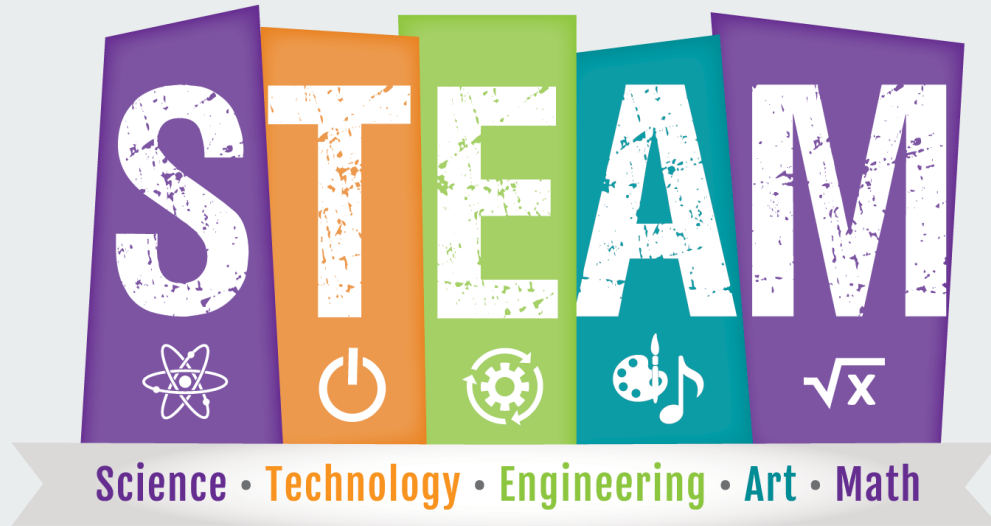


—

# Welcome to



Mr.Bereziouk



## About Mr.B.

- Attended NYC Public Schools
- Undergraduate in Applied Psychology - NYU
- Graduate in Childhood Education - Brooklyn College
- Graduate in Educational Leadership - Brooklyn College
- Prior service in U.S. Military
- Passionate STEAM teacher



# Course Overview

Students in grades K-2 will use CodeSpark Academy and Scratch to learning foundational coding concepts such as: Algorithms and Sequencing, Debugging, Looping, Decomposition, and Game Making. Other core subjects such as ELA and math will be integrated into the curriculum to benefit the student's overall academic performance.

Students in grades 3-5 will learn Android app development, 3d Modeling, and typing.



# Course Objectives

- Develop coding fluency with concepts such as: sequencing, commands, algorithms, functions, loops, variable, scope, conditionals and if-then statements.
- Students in grades 3-5 will learn to think like an app developer and go through the entire design process beginning with wireframing and ending with release for publication.
- Design 3D objects in Tinkercad and learn concepts such as: ligning, scaling, grouping, rotating, flipping shapes, extruding, meshing, cross sectioning, shelling, and slicing.



# Grading

- Completed assignments in
  - CodeSpark
  - Scratch
  - Tinkercad
  - App Inventor
  - Typing
- Rubrics



# Contact

[vbereziouk@ps39.org](mailto:vbereziouk@ps39.org)