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Daisy–Junior Journey Guide

Computer Science

Think Like a Programmer

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1. The Purpose of Think Like a Programmer

> ℹ️ In this Journey, you will explore how programmers find answers to open-ended problems. Learn about and use computational thinking. Discover what programmers do, and plan a take action project.

2. Take Action Project

> ℹ️ To complete *Think Like a Programmer*, finish the Journey using Volunteer Tool-Kit (VTK) and earn the Programmer and Take Action awards.
>
> **NOTE to adults**—A take action project is something your girl should plan and lead. It doesn't have to be big. It's important she discover her world. What does she see? What does she want to change? How can she take steps to help make those changes?
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> **Examples:**
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> - Draw out an app that could help solve an issue.
> - Start a science club.
> - Teach younger girls about programming and get them excited.

3. Programmer and Take Action Awards

> ℹ️ Throughout the Journey you will earn the Programmer and Take Action awards.
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> - **Programmer:** Learn about computational thinking and about how programming helps the world around you.
> - **Take Action:** Plan and complete a take action project that will positively impact your community.

4. Field Trips Ideas

> ℹ️ Take time to explore the world of programming!
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> **NOTE to adults**— Help widen her world and broaden her sense of community. Prioritize taking trips to places that can further your girl's understanding of the issue she has chosen to take action in.
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> **Examples:**
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> - Visit a computer science class.
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> - Walk around town and look at all the places that programing is or could be used.
>
> - Go to the library and check out related books.

5. Think Like a Programmer Ending

> ℹ️ You did it! You completed *Think Like a Programmer*. You earned the Programmer and Take Action awards. It's time to celebrate and share what you accomplished with your friends and your family. Congratulations.