

Cadette–Ambassador Journey Guide

Computer Science

Think Like a Programmer

1. The Purpose of Think Like a Programmer

i *Think Like a Programmer* teaches you about programming and computational thinking (how to find a solution to open-ended problems). Through this Journey you will explore what programmers do, and you will plan a take action project.

2. Take Action Project

i To complete *Think Like a Programmer*, finish the Journey using Volunteer Tool-Kit (VTK) and earn the Programmer and Take Action awards.

NOTE—What separates a community service project from a take action project? Here is a break down. Instead of just identifying a problem and fundraising or collecting for it, take a deep look into the root of the issue. Connect in with the community and ask questions. This is a project you will plan and lead that can help you further explore programming. Work with friends or by yourself.

Examples:

- Create an app that solves a simple issue.
- Design a course to teach other girls how to code.
- Start a science club.

3. Programmer Award and Take Action Awards

i Throughout the Journey you will earn the Programmer and Take Action awards.

- **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 Trip Ideas

i It's time to explore and *Think Like a Programmer*.

Examples:

- Visit a STEM museum.
- Reach out to local programmers and ask to visit them at work.
- Find a programming club at your school in your community
- Walk around town and look at all the places that programming is or could be used.

5. Think Like a Programmer Ending

i Once you have finished the Journey, earned the Programmer and Take Action awards you have completed *Think Like a Programmer*. Take time to celebrate this accomplishment and discuss what you have learned with your fellow Girl Scouts!