

# ***COMPUTATIONAL THINKING FOR ALL***

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***CIAE IE UNIVERSITY OF CHILE***

***&***

***MASAMI ISODA***

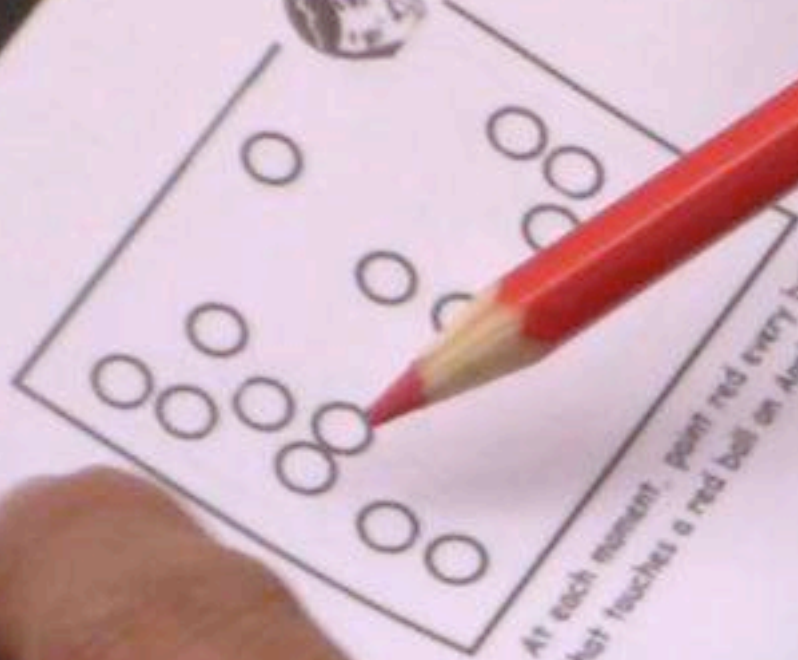
***UNIVERSITY OF TSUKUBA***

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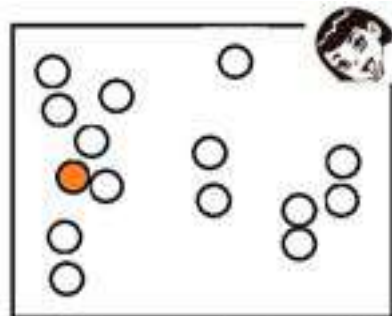
***1ST PILLAR***

***ALGORITHMIC  
THINKING***

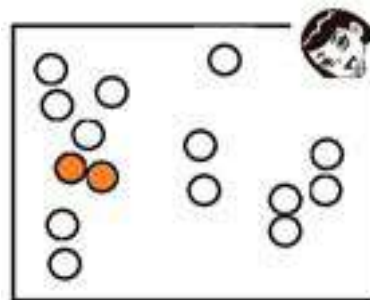


At each moment, point red every ball  
that touches a red ball on Ann's table

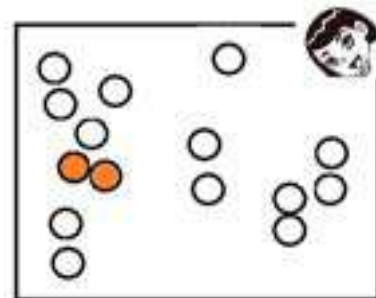
## Coloreando 1



At each moment, paint red every ball that touches a red ball on Ann's table

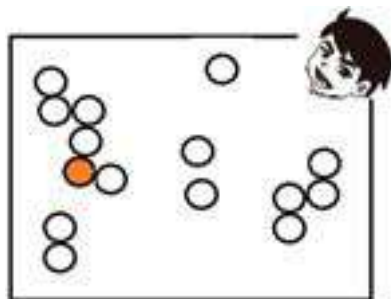


At each moment, paint red every ball that touches a red ball on Ann's table

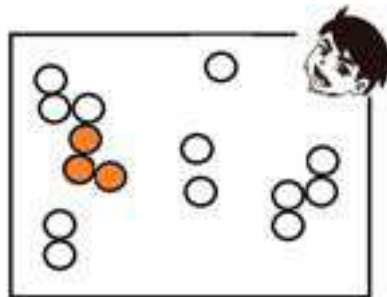


At each moment, paint red every ball that touches a red ball on Ann's table

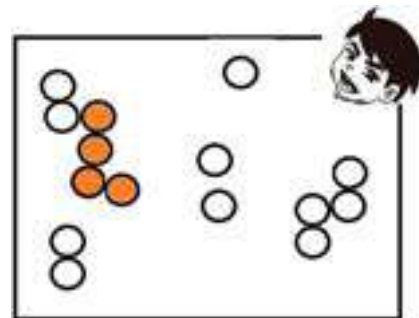
## Coloreando 2



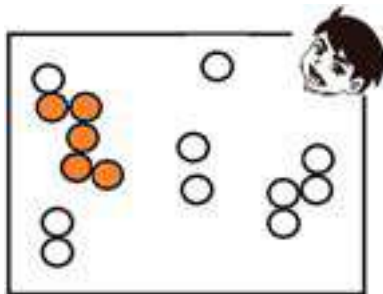
At each moment, point red every ball that touches a red ball on Tom's table



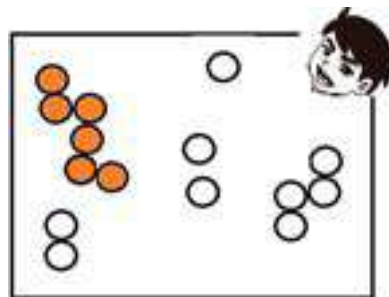
At each moment, point red every ball that touches a red ball on Tom's table



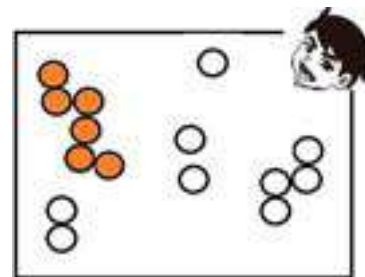
At each moment, point red every ball that touches a red ball on Tom's table



At each moment, point red every ball that touches a red ball on Tom's table



At each moment, point red every ball that touches a red ball on Tom's table



At each moment, point red every ball that touches a red ball on Tom's table





***2ND PILLAR***

***COMPUTATIONAL  
MODELING***

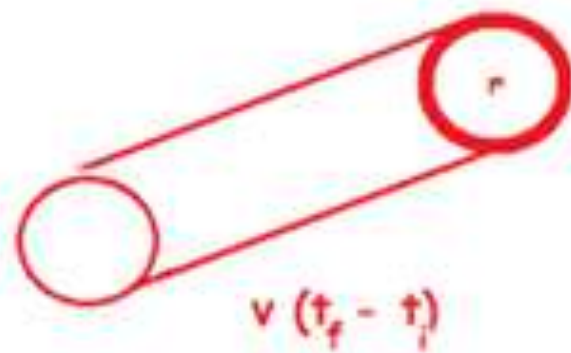


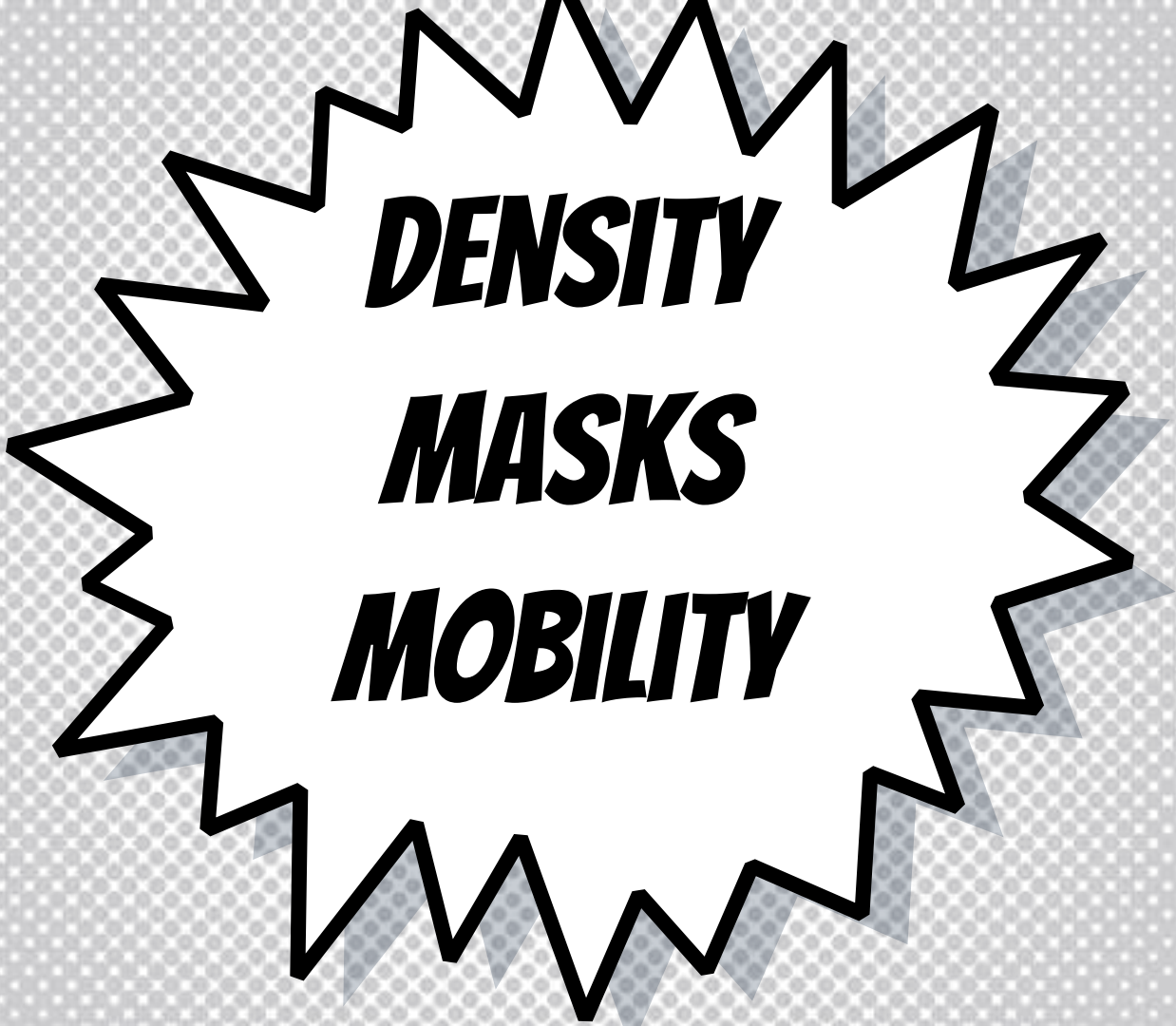












***DENSITY***  
***MASKS***  
***MOBILITY***





***3RD PILLAR***

***MACHINE  
LEARNING***

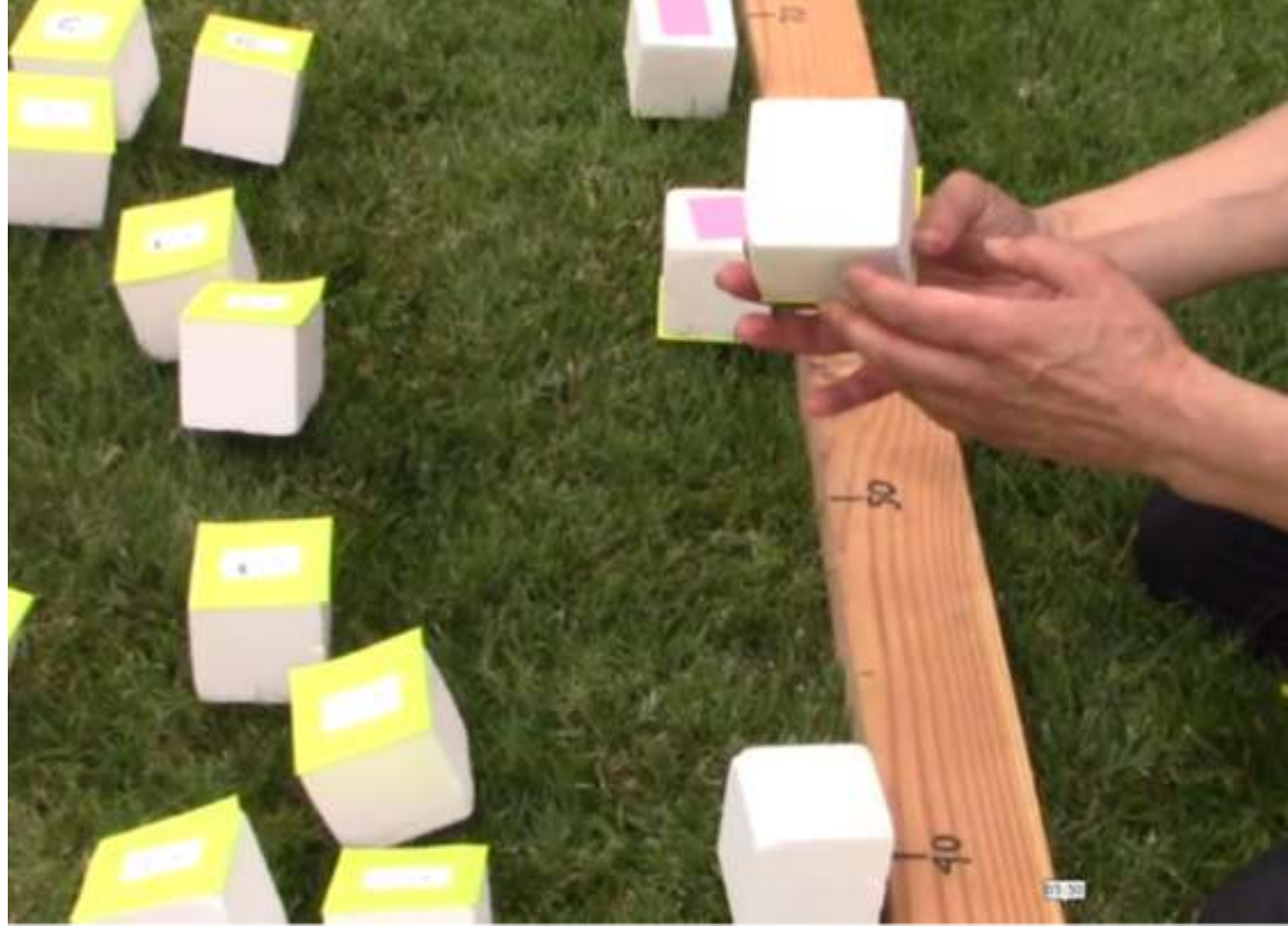
**A****B**

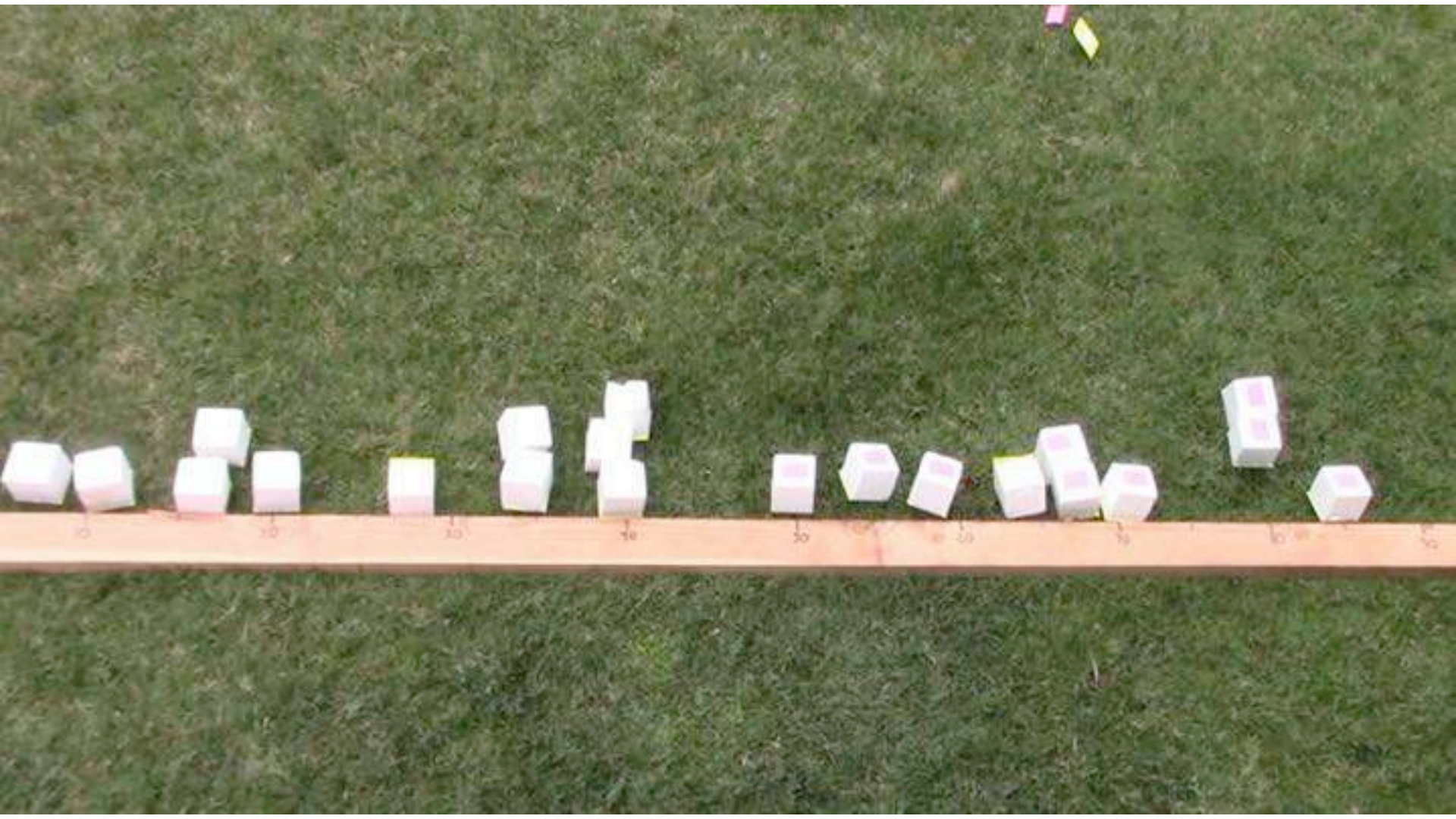








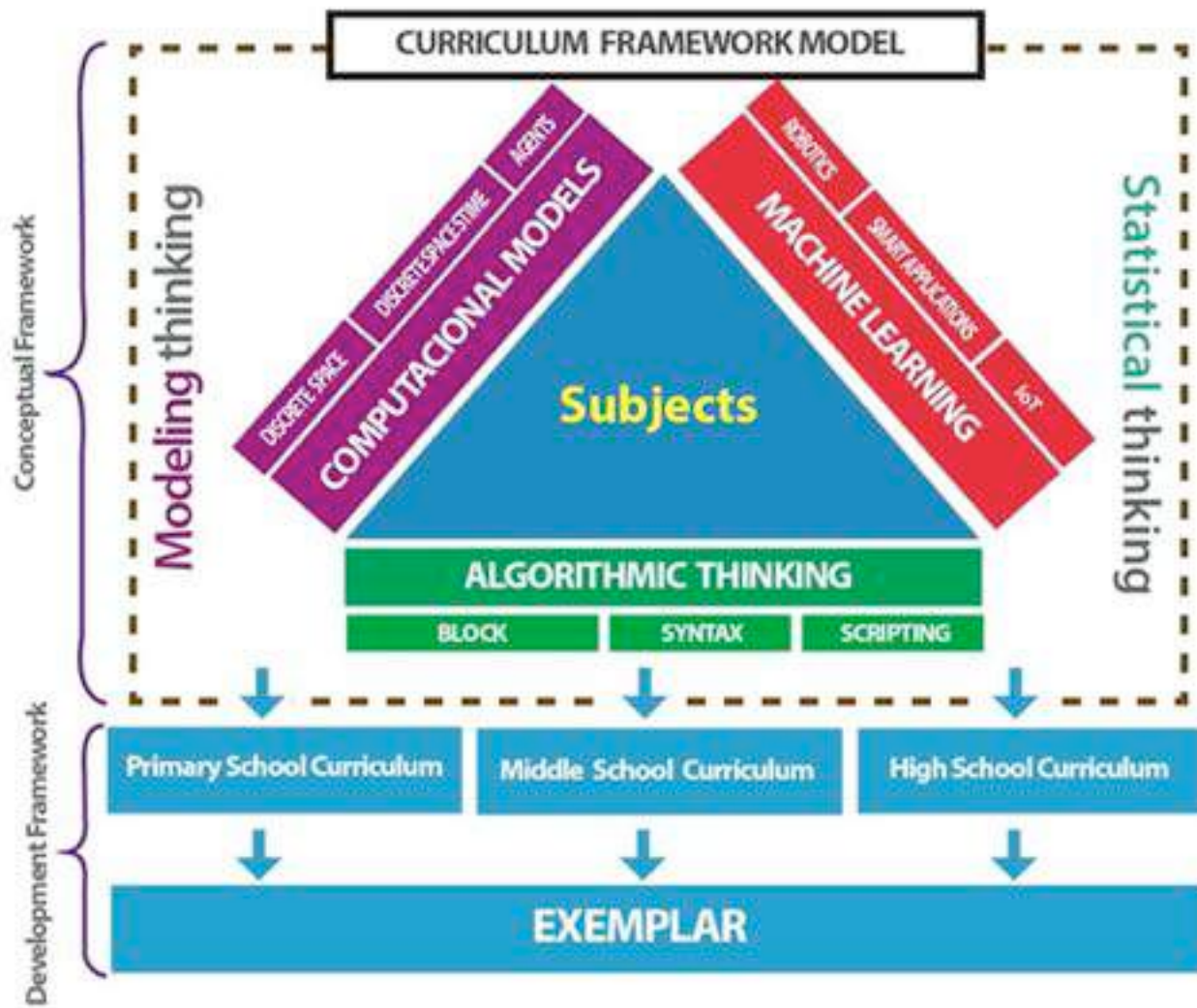




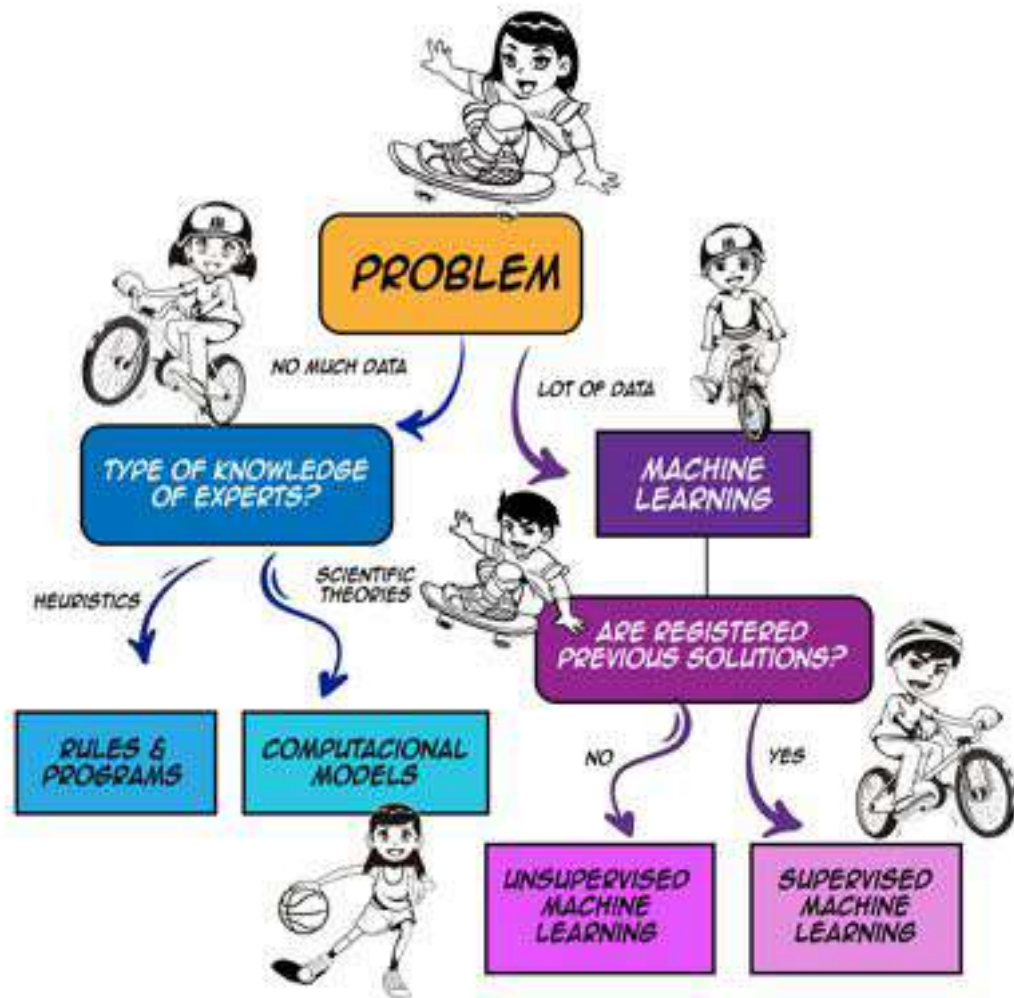




***3 PILLARS***









***COMPUTATIONAL THINKING  
IS FUN***

***THANK YOU***