

## Subject: The Basics

### Overview

In our first lesson, our users will make entrance to the world of coding with Codementum platform. Since it is our first lesson on the platform, we will firstly help them develop their knowledge and skills set at the basic level by mentioning the logic of setting up an algorithm when coding. When the first 10 tasks which we formed for this purpose are completed, our users will have learnt to set up algorithms and will be able to code for them.

Our training consists of contents that are suitable for student levels which go from easy to difficult. Difficulty level increases in each new stage through smooth transitions. In this first lesson of training to code which is a unique part of captivating the computer world, we will start to take first steps to solve the issues we encounter in daily life by thinking like a computer.

### The Objective of the Subject and Learning Outcomes

At the end of this lesson, our users:

- will gain computational thinking skills.
- will learn the logic of setting up algorithms and the usage of the developed algorithm in Codementum platform.
- will discover coding and computer programming.
- will learn the usage of the Codementum platform.
- will complete 10 scenes from the Codementum platform.

### Commands to be Used

`forward()`, `turn()`, `forwardUp()`, `forwardDown()`, `beaver.forward()`

### Blocks and Button icons to be used for training about this subject

**Block:** You can create code by dragging and dropping the related blocks.

**Buttons:** Buttons will be seen on the screen during the coding adventures and when you click, it will write the related code on the screen automatically.

**Explanation:** You can find the basic knowledge you need in the explanation section.

Block	Explanation
	It is used for pushing our character forward. It moves according to the value written inside. Sample usage: <code>forward(5)</code> <code>//it pushes our character 5 squares forward.</code>
<b>Button</b>	
	

Block	Explanation
	It is used to turn our character within the stage. Thanks to this command our character can turn right, left or backwards. Sample usage: <code>turn(right)</code> , <code>turn(left)</code> , <code>turn(back)</code> etc.
<b>Button</b>	
	

Block	Explanation
	It is the command which pushes our character one step up and one step forward from the scene. Using this command our characters can reach the targets which take place in one upper stage of our task scene. Sample usage: <code>forwardUp()</code>
<b>Button</b>	
	

Block	Explanation
	It is the command which pushes our character one step down and one step forward from the scene. With this command our characters can reach the targets which take place in one-down stage of our task scene.
<b>Button</b>	
	Sample usage: forwardDown()

### Sample Solution:

#### Algorithm

- Start
- Move 4 squares forward
- Turn right
- Move 6 squares forward

#### Block



#### Python

```
forward(4)
turn(right)
forward(6)
```

#### Javascript

```
forward(4)
turn(right)
forward(6)
```