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| http://compsci.appstate.edu/sites/compsci.appstate.edu/files/imagecache/slideshow/slideshow/ASU_compsci_logo.png**The CS4ALL NSF Supported Program** | https://encrypted-tbn3.gstatic.com/images?q=tbn:ANd9GcQGzOU-XT8XZWIBUwiPs2jjgixLO3CvrEyNq90lu1dbXJ0BQume[**https://cs.appstate.edu/cs4all/**](https://cs.appstate.edu/cs4all/) |

**Subject Area(s):** Intro to Computers

**Computer Science Tools:** SNAP

**Activity Title:** Introducing Programming with SNAP

**Grade Level:** 1st year Community College

**Time Required:** 45 minutes

**Recommended Group Size:** 1

**Summary:** This module introduces students to thinking logically in order to create a small program. It also introduces object-oriented programming.

**Computer Science Connection:** Programming and logic

**Keywords:** SNAP, object oriented, programming, logic, algorithm, pseudocode

**Pre-Requisite Knowledge:** None

**Materials List:** Access SNAP from <https://snap.berkeley.edu/snap/snap.html>

**Introduction/Motivation:** SNAP is a software development tool that is fun to use. It uses object-oriented programming to move characters (sprites). It introduces students to the process of thinking logically through a process and then creating the algorithm. A drag-and-drop arena aids in the quickness of developing a program in SNAP. Students can quickly master their first programs fostering confidence in the ability to program.

**Assessment (Results/Conclusions)**

* + Follow instructions to create a program in SNAP.
	+ Create appropriate pseudocode.
	+ Create own program in SNAP based on the pseudocode.
	+ Calculate angle of deflection.