# Learning to Design Simple Programming Projects in an Elementary School Setting
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Abstract

The goal of this project is to illustrate the value of designing programs and the capability of elementary school age students to articulate goals and execute them. It builds on the knowledge that elementary school students can learn to program, through work with Scratch. They can use basic programming skills to design their own projects. The students are able to develop problem solving skills and the ability to respond to feedback. This project shows that designing programs benefits a student in his or her education at the elementary level.
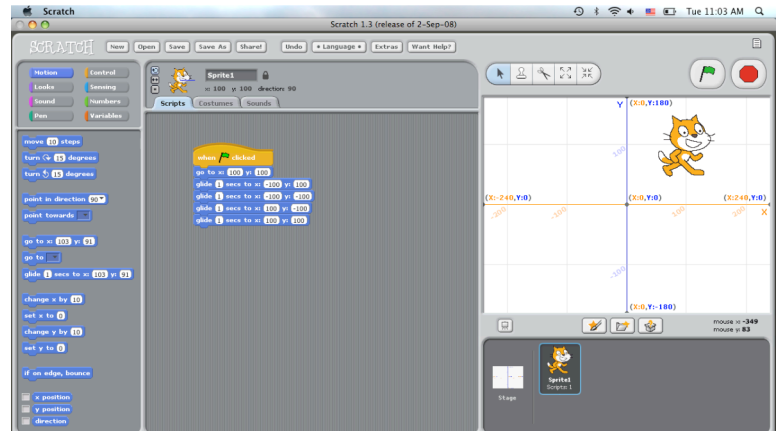
Procedure and Methods

The subjects of research were first and second grade students at Cardinal Forest Elementary School. Instruction started with basic programming skills using the application *Scratch*, developed by MIT. Basic math skills were also required, like coordinate systems. Teacher designed programs were introduced in November, allowing students to begin to learn about step-by-step processes and their importance in programming.

Results and Conclusion