



# CodeHS

## Intro to Programming with Karel the Dog

### Overview

The CodeHS Introduction to Programming with Karel the Dog course teaches students the basics of programming by giving commands to a computer just like you give commands to a dog. Karel is a dog that lives in a grid world and can be instructed to move around and pick up and put down tennis balls. Students will learn JavaScript commands, functions, and control structures by solving puzzles and writing creative programs for Karel to follow.

### Who is it for?

The Intro to Programming in Karel course is designed for complete beginners with no previous background in computer science. The course is highly visual, dynamic, and interactive making it engaging for new coders in middle or early high school.

### What do you learn?



Intro to Programming



While Loops



Functions



Control Structures



SuperKarel and For Loops



Karel Challenges



If Statements



Final Project