APPLICATION OF THE E-LEARNING SYSTEM CODE.ORG IN TEACHING THE SUBJECT OF COMPUTER MODELING IN 3RD AND 4TH GRADE

Roksana Filipova

Abstract. *The study examines the impact of using e-learning systems in Computer Modeling classes for 3rd and 4th grade in Bulgaria. These systems facilitate the understanding of programming concepts such as algorithms and loops, develop digital skills, and enhance motivation through interactive and game-based elements. Platforms like CODE.ORG offer adaptive and personalized learning, allowing students to progress at their own pace and fostering interest in computer science. The study highlights the importance of broader integration of these systems to improve the quality of education.*

Key words: E-learning, Code.org, computer modeling, 3rd and 4th grade.

Roksana Filipova,
Paisii Hilendarski University of Plovdiv,
Faculty of Mathematics and Informatics,
236 Bulgaria Blvd., 4003 Plovdiv, Bulgaria
Corresponding author: `roksanafilipova@uni-plovdiv.bg`