

Children don't need screens to begin learning computer science and informatics.

What they truly need are opportunities to play, explore, experiment, and use real materials from their everyday world to uncover how things work.

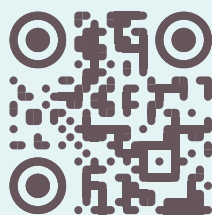


WHAT WE TEACH?

- computer systems
- data and analysis
- algorithms and programming
- network and internet
- impacts of computing and IT

Innovation is not driven by technology but by the thinking process that creates it.

WHERE CAN YOU FIND US?



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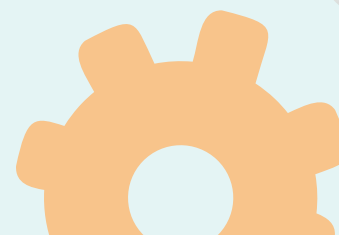


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Development of fundamental computer science knowledge in kindergartens

Early computer science education through play, discovery, and creativity



WHO'S BIGGER IN THE JUNGLE?

quick sort

Story

Welcome to the Jungle! The animals need your help to line up from the smallest to the biggest. But there's a secret trick — we pick a “pivot animal” and split everyone else into two groups: smaller on the left, bigger on the right!

You'll need:

- Animal cards or small toys
- A jungle playmat or table space
- One child (or parent) is the pivot chooser

Steps:

- Choose one animal to be the pivot
- Make two piles:
 - Left pile: animals smaller than the pivot
 - Right pile: animals bigger than the pivot
- Now repeat this process for each pile – keep dividing!
- When every pile has only one animal, line them up from smallest to biggest.



THE MARCH OF THE ANIMALS

bubble sort

Story

Welcome to the Jungle! The animals need your help to line up from the smallest to the biggest. But there's a secret trick — we pick a “pivot animal” and split everyone else into two groups: smaller on the left, bigger on the right!

You'll need:

- Animal cards or small toys
- A clear space for lining up

Steps:

- Line up your animals in random order.
- Compare the first two — who's bigger?
- If the left one is bigger, swap them!
- Move on to the next pair, repeating until you reach the end.
- Start again from the beginning — each time, the biggest animal moves to the end (“bubbles up”).
- Stop when everyone is in order!

WHO'S THE SMALLEST OF ALL?

selection sort

Story

You're a detective on a mission: find the smallest animal and put it first! Then find the next smallest, and so on, until your whole line is in perfect order.

You'll need:

- Animal or toy cards
- A “detective lens” token



Steps:

- Lay out all the animals in a line.
- Move your detective lens along the row — which is the smallest?
- Move it to the front of the line.
- Then start again — find the next smallest among the rest!
- Continue until everyone is sorted.

