Lesson 1.04: Variables p. 2 & User Input

# Learning Objectives

Students will be able to…

* Define and identify: storing, mutable, variable assignment
* set and swap a variable
* Store user input into a variable

# Materials/Preparation

* Worksheet Handout
* Read through the handout so that you are familiar with the requirements and can assist students

# Pacing Guide

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| Duration | Description |
| 5 Minutes | Welcome worksheet |
| 15 Minutes | Worksheet Review and Lesson |
| 15 Minutes | Magic Genie |
| 20 Minutes | Discussion + Quiz Prep |

# Instructor’s Notes

1. Worksheet Review
   1. Part 1
      1. Discuss what the ‘#’ did?
      2. Explain that they are called comments.
      3. What did input do? What did the string between the parenthesis do? What would changing it do? Practice changing this input in class.
   2. Part 2
      1. If students had time to work on this during warm up continue. Otherwise
      2. Ask how the students tried to get it to print in the correct order?
         1. Have students draw answers on the board. If no one volunteers. Ask for line by line and you draw on board or type out.
      3. Discuss the idea of setting variables to be other values.
         1. What happens if you set variable c to a. print(c), print(a)
         2. What would happen if you don’t store a into c in this program?
         3. This is called mutability
2. Lab
   1. Make sure students feel comfortable saving things as variables and can print multiple things.
3. Discussion + Quiz Prep
   1. Discuss any issues that came up in magic genie
      1. Any error messages?
      2. Anyone use more than one variable?
   2. How was the making the genie confused. Did everyone get it organized?
   3. Review concepts so far: variables, interpreter, terminal, string, integer, run, output, swapping