Lesson 1.01: Set Up

# Learning Objectives

Students will be able to…

* Define and identify: IDE, python
* Understand the collaboration policy and grading practices
* Identify key concepts of the course
* Log into their account for online IDE
* Get excited to learn programming in python!!!

# Materials/Preparation

* Update the collaboration policy, IDE information, grading percentages, and general syllabus for your preferences in the course.
* Ensure the online IDE works on all computers and practice creating an account

# Pacing Guide

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| Duration | Description |
| 5 Minutes | Welcome, attendance, bell work, announcements |
| 20 Minutes | Syllabus: Collaboration, Grading Info, Main Concepts and Demo |
| 10 Minutes | IDE/Python intro |
| 20 Minutes | Sign Up for Website and log out / log in |

# Instructor’s Notes

1. Hand out syllabus & Sign Up sheet for IDE
2. Syllabus
   1. Make sure to note the goals for the course
   2. Discuss collaboration policy: Get a conversation going or cold call students. Ask who would be implicated?
      1. Would it be cheating if Student A looked at Student B’s computer and copied their code without them knowing?
      2. Would it be cheating if Student A and Student B talked about a problem together away from the computer?
      3. Would it be cheating if Student A talked at the computer looking at code of Student B?
      4. Would it be cheating if Student A use stack overflow?
      5. Would it be cheating if Student A googled something and find the exact problem and read through it?
   3. Present Demo or Show program written in python. [DEMO]
3. IDE/Python Intro
   1. Python: a programming language, written, uses tabbing to control execution
      1. For Python, cannot use a drag and drop blocks. Needs to be typed. Can write python in many different ways (even a plan text document),
      2. What are some other programming languages we know of? (snap?)
   2. Define IDE: interactive development environment
      1. What was the ide we used in SNAP! (the snap website)
      2. How did we write code? (dragging blocks)
      3. What happened when we pressed the play button?
         1. What did the program do? What was the execution flow?
   3. In python we will be using an online IDE: show comparisons to each part of the IDE
4. Have kids create accounts and set up IDE
   1. Worksheet explaining the IDE step by step
      1. May be a step for free option
   2. Have students save their username and password on the paper and/or take a photo on their phones so they don’t forget
   3. Have them practice logging out and logging back in to make sure everything works