Lesson Title

Content from introduction

Last updated on 2024-06-07 | Edit this page

OVERVIEW

Questions

• How do you write a lesson using R Markdown and sandpaper?

Objectives

- Explain how to use markdown with the new lesson template
- Demonstrate how to include pieces of code, figures, and nested challenge blocks

Introduction

This is a lesson created via The Carpentries Workbench. It is written in Pandoc-flavored Markdown for static files (with extension .md) and R Markdown for dynamic files that can render code into output (with extension .Rmd). Please refer to the Introduction to The Carpentries Workbench for full documentation.

What you need to know is that there are three sections required for a valid Carpentries lesson template:

1. questions are displayed at the beginning of the episode to prime the learner for the content.

- 2. objectives are the learning objectives for an episode displayed with the questions.
- 3. keypoints are displayed at the end of the episode to reinforce the objectives.



CHALLENGE 2: HOW DO YOU NEST SOLUTIONS WITHIN CHALLENGE BLOCKS?

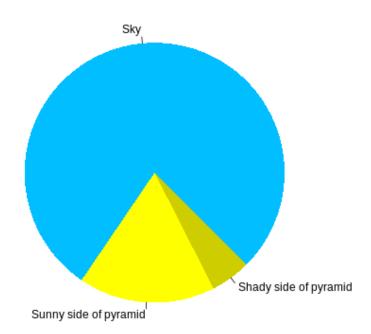
Solution

You can add a line with at least three colons and a solution tag.

Figures

You can include figures generated from R Markdown:

```
pie(
  c(Sky = 78, "Sunny side of pyramid" = 17, "Shady side of pyramid" = 5),
  init.angle = 315,
  col = c("deepskyblue", "yellow", "yellow3"),
  border = FALSE
)
```



Sun arise each and every morning

Or you can use pandoc markdown for static figures with the following syntax:

![optional caption that appears below the figure](figure url){alt='alt text for accessibility purposes'}



You belong in The Carpentries!

Math

One of our episodes contains L^2T_EX equations when describing how to create dynamic reports with {knitr}, so we now use mathjax to describe this:

$$\alpha = \frac{1}{(1 - \beta)^2}$$

Cool, right?

KEY POINTS

- Use .md files for episodes when you want static content
- Use .Rmd files for episodes when you need to generate output
- Run sandpaper::check_lesson() to identify any issues with your lesson
- Run sandpaper::build_lesson() to preview your lesson locally