

Unit 1 - Text-based vs. Block-based Programming This unit introduces students to a text based coding IDE, Console and starts to transition them away from a block based language and into Python. ## Essential Questions

- * What is Python?
- * What is an IDE?
- * What are the basics to programming with Python?
- * How do you use the console?
- * How do apply what I learned in Snap to programming in Python?

Pacing Guide ### Timing 1 Day = 50 minute class period | Lesson | Days | Slide Decks | | ----- | ----- | ----- | 1.01: Set Up | 1 | [1.01 Slide Deck] | 1.02: Interactive Mode | 1 | [1.02 Slide Deck] | 1.03: Script Mode and Variables | 1 | [1.03 Slide Deck] | 1.04: Variables Input | 1 | [1.04 Slide Deck] | 1.05: Quiz & Debugging | 1 | [1.05 Slide Deck] | 1.06: MadLibs | 2 | [1.06 Slide Deck] | **Total Days** | 7 | | **Total Minutes** | 350 | | [1.01 Slide Deck]: https://github.com/TEALSK12/2nd-semester-introduction-to-computer-science/raw/master/units/1_unit/slidedecks/Intro%20Python%201.01%20TEALS.pptx [1.02 Slide Deck]: https://github.com/TEALSK12/2nd-semester-introduction-to-computer-science/raw/master/units/1_unit/slidedecks/Intro%20Python%201.02%20TEALS.pptx [1.03 Slide Deck]: https://github.com/TEALSK12/2nd-semester-introduction-to-computer-science/raw/master/units/1_unit/slidedecks/Intro%20Python%201.03%20TEALS.pptx [1.04 Slide Deck]: https://github.com/TEALSK12/2nd-semester-introduction-to-computer-science/raw/master/units/1_unit/slidedecks/Intro%20Python%201.04%20TEALS.pptx [1.05 Slide Deck]: https://github.com/TEALSK12/2nd-semester-introduction-to-computer-science/raw/master/units/1_unit/slidedecks/Intro%20Python%201.05%20TEALS.pptx [1.06 Slide Deck]: https://github.com/TEALSK12/2nd-semester-introduction-to-computer-science/raw/master/units/1_unit/slidedecks/Intro%20Python%201.06%20TEALS.pptx ## Key Terms * IDE * Python * Interpreter * String * Integer * Float * Value * Errors * console * Expression * Script * Print * Run * output * Variable * Script Mode * Interactive Mode * Comments * Storing * Mutability * Variable Assignment * Input * Debugging * Syntax