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# 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 * Intrepeter * String * Integer * Float * Value * Errors * console * Expression * Script * Print * Run *
output * Variable * Script Mode * Interactive Mode * Comments * Storing * Mutability * Variable Assignment *
Input * Debugging * Syntax
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