TRAINER GUIDE

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# Overview

This course introduces TypeScript to JavaScript developers.

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## Course objectives

* Show how to create and run a TypeScript application
* Explain the advantages of using TS over JS
* Implement TS concepts into basic JS applications

## 

## Course agenda

1. Work through each module – use the PowerPoint for delivery and follow it up with the corresponding exercise in the quick labs
2. Final afternoon - introduce the hackathon by demonstrating the project in **CourseSiteDemo** then get the delegates to work recreate it by following the instructions in **Bootcamp Handout**.

## Target Audience

JS developers wanting to upskill into TS development.

# Course Author

|  |  |  |
| --- | --- | --- |
| Name | Courseware Title | Date of Ownership |
| [Enter] | [Enter] | [Enter] |

# Additional Resources

Content is provided in the various **DG\_\*** files. Exercises and starters can be found in **QAPTS\_QuickLabs\_Files**. **CourseSiteDemo** contains a completed version of the hackathon that can be used as demonstration before the delegates attempt it themselves (should *not* be provided to learners until the end of the course). **BootcampStarter** contains the starting point for the hackathon (should be provided to learners). **BootcampHandout** contains the instructions for the hackathon and can be found in the quicklabs folder.

# Agenda & Timings

Note down how much time the course will take to complete (hours, days etc.). Use the table below as a guide of how to present the agenda. Make sure to include times for breaks.

|  |  |  |
| --- | --- | --- |
| Timings | Length | Topic |
| 9:30am | 20mins | Introductions and Welcome |
| 9:50am | 60mins | Module 1 |
| 10:50am | 15mins | Break |
| 11:05am | 25mins | Module 2 |
| 11:30am | 60mins | Module 3 |
| 12:30pm | 45m | Lunch |
| 13:15pm | 35m | Module 4 |
| 13:50pm | 40m | Module 5 |
| 14:30pm | 15m | Break |
| 14:45pm | 15m | Recap |
| 15:00pm | 30m | Practice |
| 15:30pm | 30m | Feedback |
| 16:00pm | 30m | Question and Answer |
| 16:30pm | 0m | Finish |

# Training Schedule

|  |  |  |
| --- | --- | --- |
| Time | Details | Resource |
| Have the start time and how long (minutes) this section should be focused on. | Write instructions on how to facilitate the session, breaking each section into manageable time slots. You may also include any notes for instructor to assist them.  Prompt instructors by formatting instructions in bold, for instance:  **Ask** learners to introduce themselves  **Say:** The purpose of this course is to help you to…  **Activity:** Tell the learners to split into groups …  The trainer guide should not be used as a definitive script, but should help to prompt the instructor.  See the below rows for an example. | In this column provide references as to where material may be found – such as slide desks, the Learner Guide etc.  It can be very helpful to also have visual aids – some instructors prefer to have images of slides and diagrams in this section. |
| 9:30am  20m | **Introduction and Welcome**  Introduce yourself and welcome everyone to the session.  **Ask** learners to quickly introduce themselves:   * Name * Company * Reason for attending the course   **Course objectives and outline**  Run through the course objectives and outline using the slides and learner guide. | Slide 1  Slide 2  Slide 3/Page 5 |
| 9:50am  60m | **Module 1**  ***[Note: The activity relates to objectives 1 and 3, so ensure that the learners understand the content in relation to these].***  **Ask** the learners to list words they associate with …. (10m activity).  **Write** all answers on the flip chart.  Provide the professional definition of… and guide the learners to the correct section of their learner guides.  **Say:** Using this definition, we are able to expand our understanding of typical company structures. For instance, …. | Slide 4/Page 6  Slide 5  Slide 6/Page 6 |
| 10:50am | Break |  |

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