

# The PRIMM Method for Teaching Coding

# 1. Predict

- Ask what the code will do, without actually running it



## 2. Run

- Compare the results to the prediction



# 3. Investigate

- Trace through, label, comment, discuss



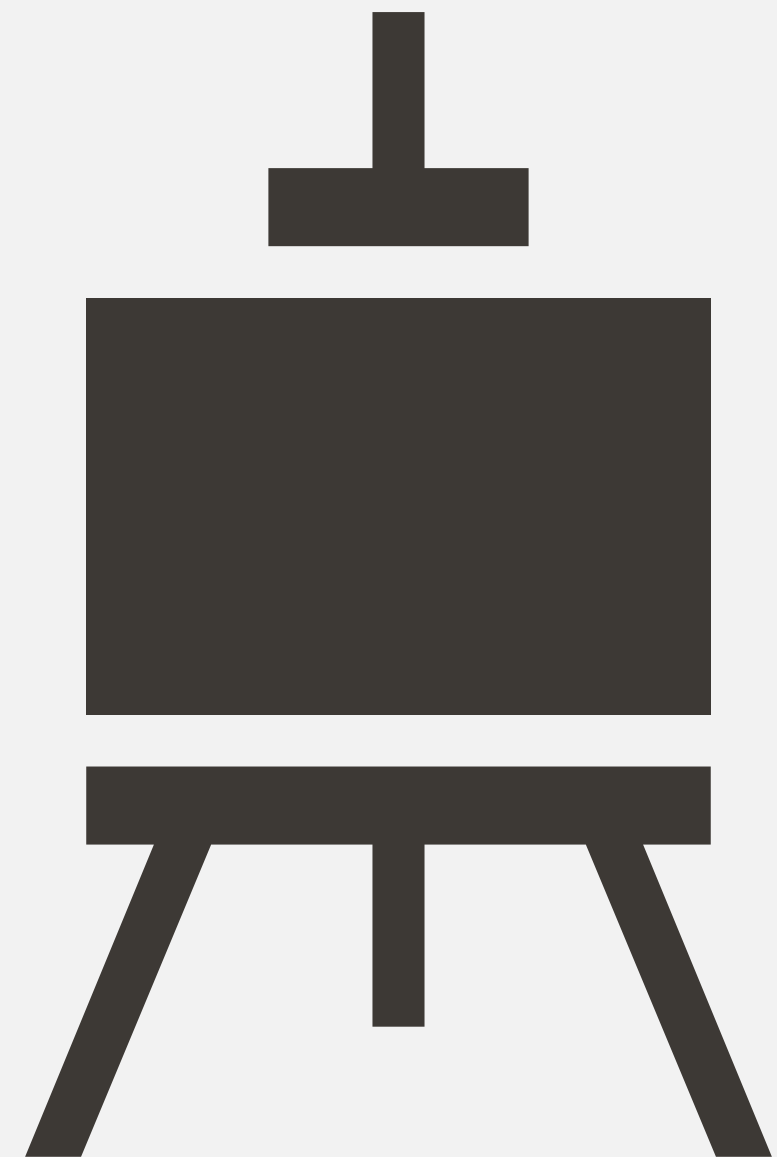
## 4. Modify

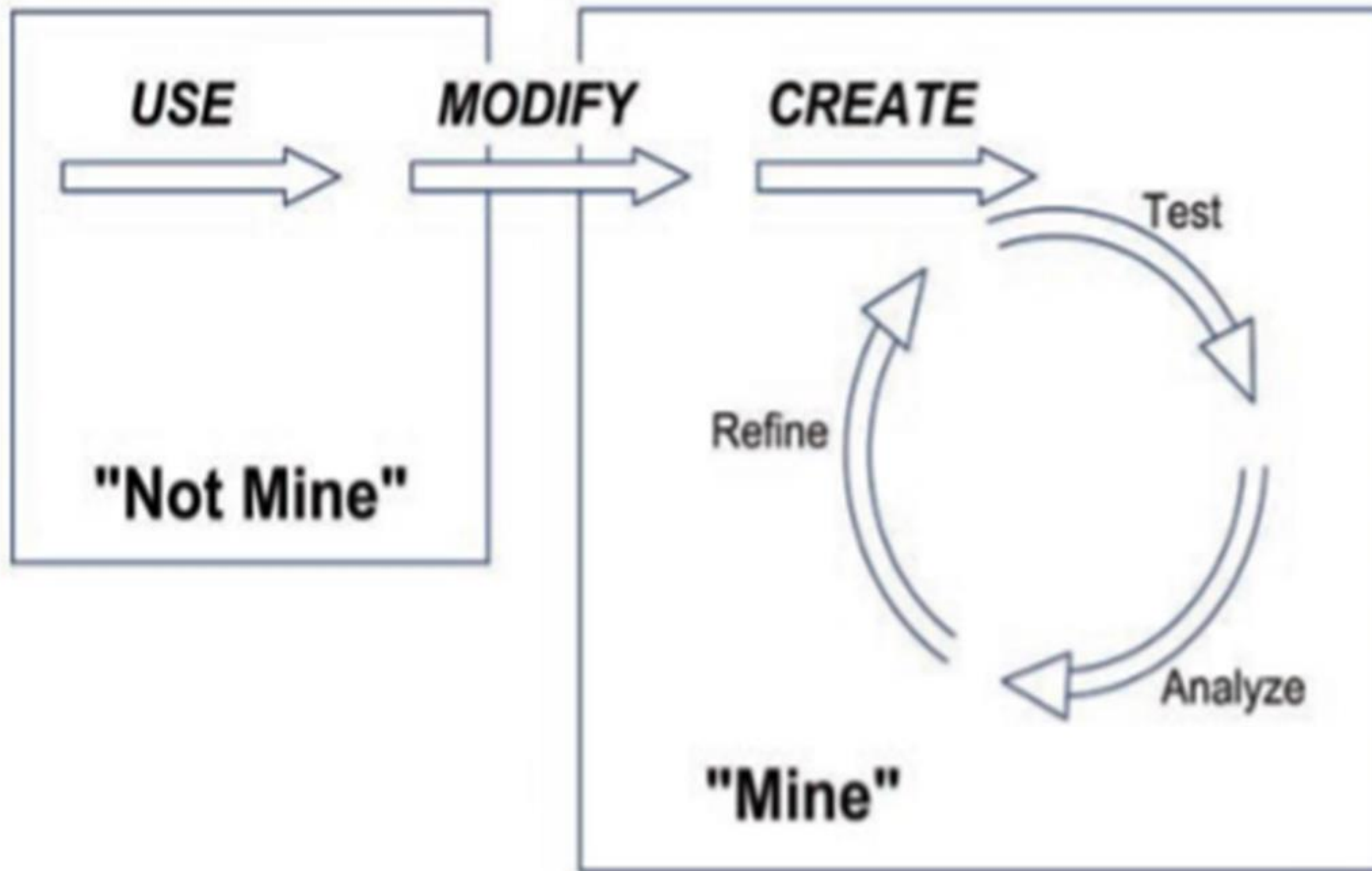
- Add a variety of modifications to the working code



# 5. Make

- Create similar code from scratch





(Lee et al., 2011)



# References

- “PRIMM: A structured source to teaching programming,”  
<https://blogs.kcl.ac.uk/cser/2017/09/01/primm-a-structured-approach-to-teaching-programming/>
- “Computational thinking for youth in practice,”  
<https://dl.acm.org/doi/abs/10.1145/1929887.1929902>



# LET'S TALK

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