## Sample Schedule

# Day 1 - 90 - Brian

## Groups

* People you're likely to teach with
  + Geographic/institution proximity

## Policies.

1. Tell us ahead of time and we'll work something out.
2. Miss one class and make up, miss two and you fail.
3. Emphasize the fact that people in their GROUP need them to be there
4. Icebreakers will start 10 minutes before, 8:50 am
   1. Darya and Brian reflecting on sticky notes
   2. Explicit Q&A period for questions from homework and previous class.

09:00

1. Welcome 30

Who are we and how do we approach teaching?

What should you expect from this workshop?

09:25

2. Building Skill With Practice 20+40

How do people learn?

Who is a typical Carpentries learner?

How can we help novices become competent practitioners?

# Day 2 - 110 - Darya

10:25

3. Expertise and Instruction 15+30

What type of instructor is best for novices?

How are we (as instructors) different from our learners and how does this impact our teaching?

5. Memory and Cognitive Load 20+25

What is cognitive load and how does it affect learning?

How can we design instruction to work with, rather than against, memory constraints?

12:10

6. Building Skill With Feedback 10+10

How can I get feedback from learners?

How can I use this feedback to improve my teaching?

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# Day 3 - 105 - Brian

13:30

8. Motivation and Demotivation 30+45

Why is motivation important?

How can we create a motivating environment for learners?

14:45

9. Mindset 15+15

How does mindset influence learning?

How should we praise our learners?

How should we talk about errors?

What are successful habits of lifelong learners?

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# Day 4 - 70 - Darya

15:30

11. Teaching is a Skill 15+55

How can I improve my teaching?

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# Day 5 - 120 - Brian

09:10

14. Live Coding is a Skill 20+50

Why do we teach programming using participatory live coding?

Brian

15. Preparing to Teach - formative assessments 20+30 -- cult of the sticky

Darya

Learner profiles. Reverse instructional Design

How should I prepare to teach?

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# Day 6 - 120 - Darya

13:40

20. Checkout Process 5+10

What do I need to do to finish certifying as a Carpentries instructor?

13:55

21. The Carpentries: How We Operate 30+45

How is The Carpentries organized and run?

What is the difference between SWC, DC, and LC workshops?

How do you run a Carpentries workshop?

12:10

18. Managing a Diverse Classroom 10+20

How can I prepare for effective co-teaching?

What are the challenges of managing a heterogeneous classroom?

What do I do if there is a Code of Conduct violation?

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# Day 7 - 45 - Brian

Homework for day 7: Group task: Poke at issues, poke at making a sample git page, Personal task: print and highlight your live-coding episode.

11:25

17. More Practice Live Coding 20+25

How did you change your teaching in response to feedback?

end-of-day, if time

RP of Code-of-conduct

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# Day 8 - 60 - Darya

Homework for day 8:

15:25

23. Workshop Introductions 10+30

How do you actually start a workshop?

16:05

24. Putting It Together 5+15

How are the teaching practices we’ve learned used in our workshops?

16:25

25. Wrapping Up

What can we improve in this training?

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