

# LESSON NAME

## Intro

### Prerequisites

- FIXME
- ...
- ...

20 min filename

## Episode template

### Questions

- What syntax is used to make a lesson?
- How do you structure a lesson effectively for teaching?
- `questions` are at the top of a lesson and provide a starting point for what you might learn. It is usually a bulleted list.

### Objectives

- Show a complete lesson page with all of the most common structures.
- ...

This is also a holdover from the carpentries-style. It could usually be left off.

The introduction should be a high level overview of what is on the page and why it is interesting.

The lines below (only in the source) will set the default highlighting language for the entire page.

## Section

A section.

### Discussion

Skip to content

g.

- Another discussion topic

# Section

```
print("hello world")
# This uses the default highlighting language
```

```
print("hello world")
```

## Exercises: description

|  Exercise Topic-1: imperative description of exercise

Exercise text here.

|  Solution

Solution text here

## Summary

A Summary of what you learned and why it might be useful. Maybe a hint of what comes next.

## See also

- Other relevant links
- Other link

|  Keypoints

- What the learner should take away
- point 2
- ...

This is another holdover from the carpentries style. This perhaps is better done in a “summary” section.

# Quick Reference

[Skip to content](#)

# Instructor's guide

## Why we teach this lesson

## Intended learning outcomes

## Timing

## Preparing exercises

e.g. what to do the day before to set up common repositories.

## Other practical aspects

## Interesting questions you might get

## Typical pitfalls

# Learning outcomes

FIXME

This material is for ...

By the end of this module, learners should:

- ...
- ...

## See also



Credit

FIXME

Don't forget to check out additional course materials from ...

[Skip to content](#)

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