**Python Course Content**

Lesson 1: Introduction to Python

* What is Python?
* Why should I learn Python?
* Installing Python
* Writing your first Python program
* Running Python programs

Lesson 2: Python Syntax

* Basic syntax rules and programming building blocks
* Variables and data types
* Operators
* Input and output

Lesson 3: Lists and Dictionaries

* Lists
* Accessing and manipulating lists
* Dictionaries
* Accessing and manipulating dictionaries

Lesson 4: Conditionals and Loops

* Conditional statements
* If, elif and else statements
* Loop constructs
* While and for loops

Lesson 5: Functions

* Defining functions
* Functions with parameters
* Returning values from functions

Lesson 6: File Input and Output

* File handling
* Opening and Closing files
* Reading data from files
* Writing data to files

Lesson 7: Object-Oriented Programming

* + Objects and classes
  + Creating classes and objects
  + Inheritance
  + Polymorphism

Lesson 8: Error Handling and Debugging

* + Common Python errors and their causes
  + Debugging Python code
  + Handling exceptions

Final Project:

Create a simple **Higher/Lower Game** or program using Python fundamentals learned throughout the course. Encourage students to be creative and incorporate more advanced Python programming concepts if possible.

**Game Description:**

Your friend Maria has come to you and said that she has been playing the higher/lower game with her three-year-old daughter Bella. Maria tells Bella that she is thinking of a number between 1 and 10, and then Bella tries to guess the number. When Bella guesses a number, Maria tells her whether the number she is thinking of is higher or lower or if Bella guessed it. The game continues until Bella guesses the right number. As much as Maria likes playing the game with Bella, Bella is very excited to play the game *all* the time. Maria thought it would be great if you could create a program that allows Bella to play the game as much as she wants.