

SPR Advice for Room Leaders

Link for today's workshop: www.girlsprogramming.network/sydney-workshop




In your room:

- Python Cheat Sheets (1 per student)
- Base workbooks according to room level (1 per student)
- Extension workbooks according to room level (enough for $\sim\frac{2}{3}$ of the room)
- Tutor answer workbook according to room level (includes both base & ext)
- Computer Logins
- Schedule for the day
- Room allocation/lecture allocation sheet
- Pens to use on the workbook
- Fruits and snacks
- Tips for tutoring

General Room Leader Advice

- Do the start of day quiz first please
- Do the get to know you games
- Get them to open up the slide show on their computers from the GPN site (make sure they do the one for you classroom)
- Remind them they have cheat sheets
- Look around to room to see how the kids are going, when most of them are ready to move on tell the next lecturer it's time for their lecture
- During lectures girls don't have to pay attention if they don't want to, as long as they aren't disturbing the rest of the class.
- If a lecturer is getting stuck, try asking a question to get them back on track, or give them some help (especially if they are a new tutor)
- Ration the chocolate, older girls don't like it when the young ones hog the chocolate
- Give out certificates and stickers to your classroom
- Do the end of day survey at the end of the day
- Give out lollies and chocolates as prizes
- Before leaving for lunch make sure everyone pulls up and maximises the GPN slide to prevent logging out
- **keep all food packaging so it can be read to prevent allergic reactions.**

Order of lectures to workbook task

 G (Beginners)	 P (Intermediate)	 N (Advanced)
Task 0.1 - Intro to Python Task 3.2 - If Statements Task 4.1 - Random Task 5.1 - While Loops Ext Task 6.1 - For Loops	Task 0.1 - Intro to Python Task 3.2 - Dictionaries Task 4.1 - If Statements Task 5.1 - Random Task 6.1 - For Loops	Task 0.1 - Intro to Python Task 2.1 - Classes Task 3.3 - Dictionaries Task 4.1 - Random Task 5.2 - For Loops Task 7.1 While Loops