Educational Programming Software Progressional Outline

Introduction

* Introduce a small summary stating the definition of programming and its uses in society today. (Intrigue the consumer with interesting examples)
* Tell the consumer what this software can do and the approach it takes to teach you how to program.
* Explain the layout of each module and how you can earn points after completing each module/quizzes.

Modules

* Consisting of two step by step instructions for two interactive exercises.
* Then two exercises that the consumer will approach on their own with the knowledge gained by the first two step by step exercises.
* Quiz usually after four exercises (can be random to not be so repetitive).
* Inserting a fun video relating to programming to keep consumers engaged.
* A program completed with some mistakes inside that will display an image when corrected. Consumers will find mistakes with hints provided.(Points Provided)
* Quiz at end relating to topics covered.(Points Provided)
* Module completed with indicating a score.(Depending on score, points will be calculated).

Conclusion

* One intensive exercise/project implementing knowledge gain from modules.
* Quiz covering knowledge gained from the modules covered.
* Conclusion stating how you can take programming to the next level. Stating what you can now program with the knowledge gained.
* Thanking the consumer for trying out the software and congratulating them.