Schedule

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Contents

1 Monday

- Morning

    - Rules

    - Demo

    - Set Up

    - Coordinate system

    - Draw a point/square

- Afternoon

- Interactivity

  - Conditionals

  - Painting Program

2 Tuesday

- Morning

  - Variables

  - Paint buckets

  - (Optional) Print Debugging

- Afternoon

  - Loops

  - Brownian Motion

  - Face Drawing

3 Wednesday

- Morning

  - Functions

  - Multi-face drawing

  - Following cursor, possibly with face function.

- Afternoon

  - Particle Engine

4 Thursday

- Morning

  - Arrays

  - Pointalism

- Afternoon

  - Games?

5 Friday

- Morning

  - Tablets

  - Kinect

  - Arduino

- Afternoon

  - Wrap Up

  - Parent Demo