Lesson 1: Basic (Assigning a variable)

* Basic words on computer programming( what languages are and why it matters i.e levels of programming) and guiding around the UI (PRINT(“HELLO WORLD”))
* Variables and Data Types
* Integer (1,2,3,4)
* Float (2.4, 31.5, -29.3)
* A look at Arithmetic operations ( +, -, \*, /, %(Remainder), \*\*(Powers) and // (Round up))
* String (“Hurpedurp”)
* Character (“A”)
* ALSO MENTION USER INPUT
* Constants, GLOBALs
* Libraries, Arrays
* Key terms, Syntax, Debug and data types
* Allow him to do these things himself

LINKS:

<https://www.jetbrains.com/pycharm/download/#section=windows>

Lesson 2: Basic ( programming language functions)

* First show Enan a program

def AgeFinder():

List = [19,13,30,90,10]

for ages in List:

if ages > 18:

print(“This person is certified to drink and drive”)

elif ages > 17:

print(“This person is certified to drive”)

else:

print(“This person is not certified to drink or drive”)

print()

AgeFinder()

* Go threw the function of for, while, if, elif and else - give separate examples
* Relational Arithmetic Operations ( ==, != , <=, >=, < and > )
* Basic Boolean Operators(AND, NAND, OR, NOR and NOT )
* Go threw defining running a procedure( DEF)
* Then ask him to explain what is going on in the program i showed him earlier.

Lesson 3: intermediate (Classes)

* What is a class?
* Why would we use one (Use ID for this, relate to cars)
* And design the program for like a school or something

Lesson 4: Round up ( Looking at big long program that does cool thing)

I give Enan a long program and he needs to tell me what it does and change a few key features linking to the above described. He will hopefully also learn of Debugging

POSSIBLE

Lesson 5: How to plan a big program, do a binary clock with him

Lesson 6: Amatre game making with pygame using basic UI functions to animate the clock

TIMETABLE

LESSON 1,2 and 3 on Saturday 24th

Lesson plan 4,5 and also write up some objectives before saturday