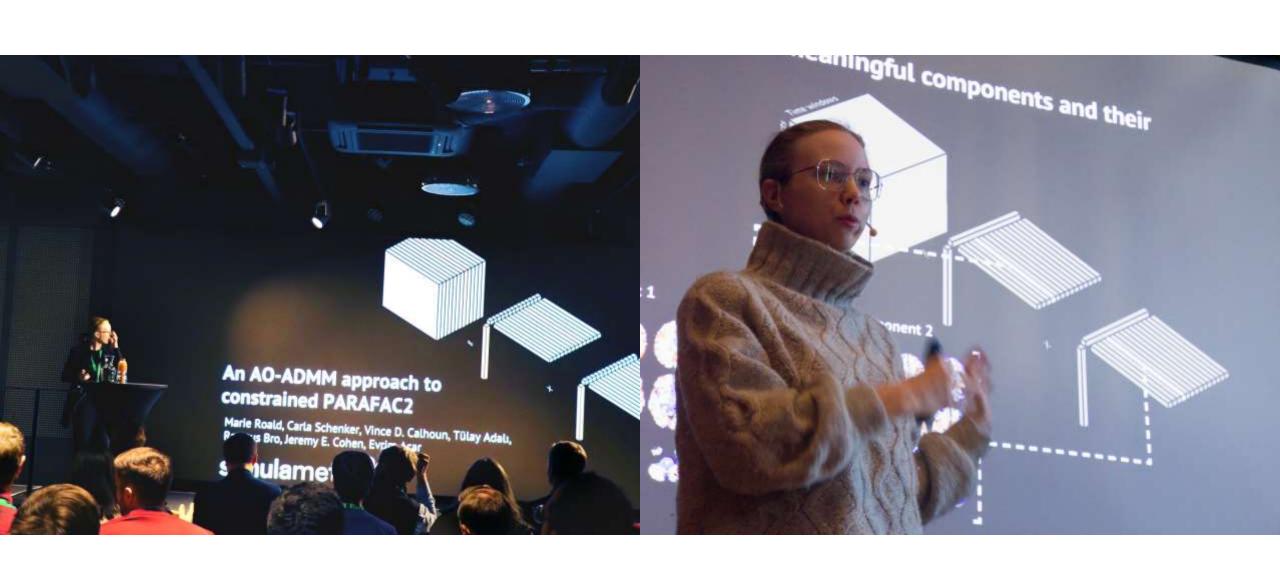
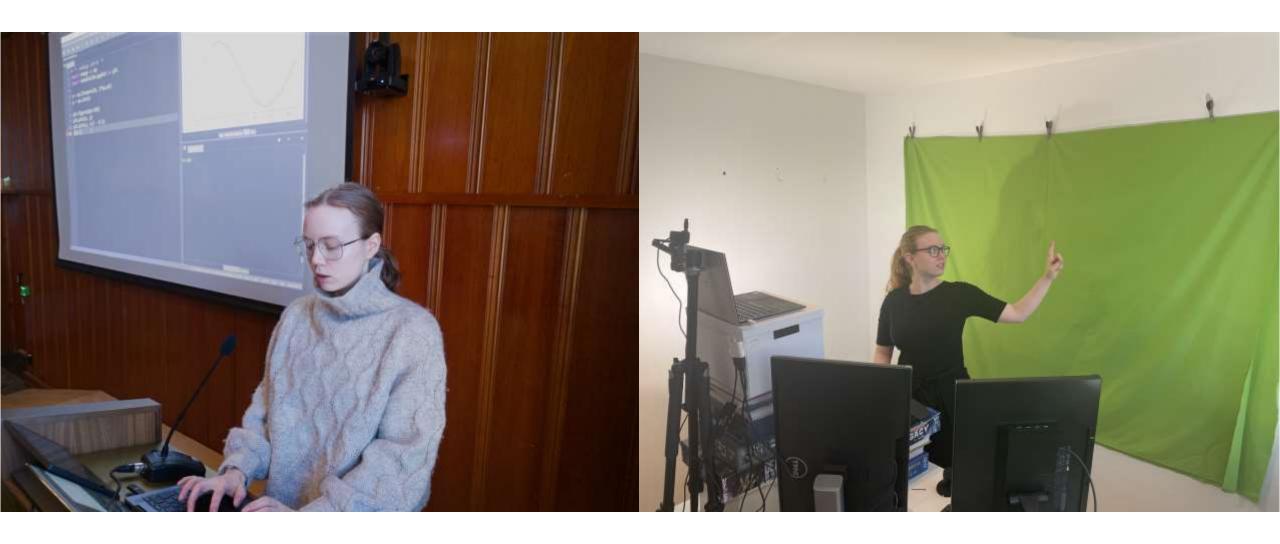


What have I learned?

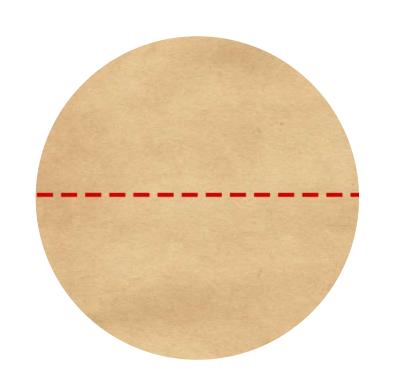








In this talk I want to share some of the lessons I've learned from working on Python courses for teachers

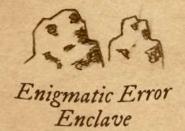






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The "Complicated Problem Where Do We Even start??" Fog.



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The "Complicated Problem Where Do We Even start??" Fog.



Enigmatic Error Enclave

Blank editor

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The "Complicated Problem Where Do We Even start??" Fog.



The "Wrong Result But No Error Message" Hollows



Enigmatic Error Enclave

Isles of
Incomprehensible
Identation

Working code

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The "Complicated Problem Where Do We Even start??" Fog.



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Enigmatic Error Enclave

Isles of
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Working



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The "Wrong Result But No Error Message" Hollows



Forest of Forgotten Imports



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The "Wrong Result But No Error Message" Hollows Working code



Forest of Forgotten Imports



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Forest of Forgotten Imports

Challenge: Coding is more than just the finished code

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Lesson learned: Use interactive live coding and not just static slides





Challenge: Talking about your code is important but, it does not come naturally for beginners

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Lesson learned: Treat «talking code» as a skill that needs practice just like writing code

A/B exercises help learners practice "talking code"



A/B exercises help learners practice "talking code"





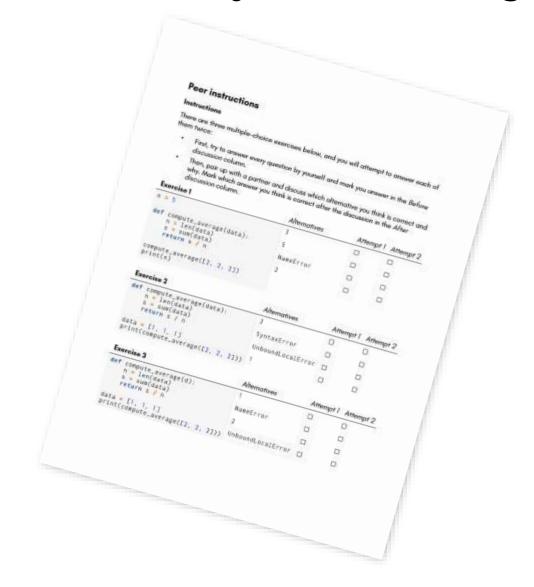
One side solves exercise A, and one side solves exercise B



Everyone explains their code to a partner from the other side



Peer instruction helps learners clarify their thinking



After an introduction to a topic, learners answer a multiplechoice question covering common misconceptions



Then, they discuss their answers in small groups before answering the questions again





Challenge: It's difficult to design exercises that are both beginner friendly and engaging

Boilerplate code slows things down and distract learners from the intended point of a lesson

```
import json
import matplotlib.pyplot as plt
with open("wolf_pair_count.json") as f:
    wolf_data = json.load(f)
wolf_count = wolf_data["count"]
max_population = 0
year_of_max_population = 0
for year, population in wolf_count.items():
    if population > max_population:
        max_population = population
        year_of_max_population = year
plt.plot(wolf_count.keys(), wolf_count.values())
plt.plot(year_of_max_population, max_population, 'o')
plt.axvline(year_of_max_population, linestyle='--')
plt.xlabel("Year")
plt.ylabel("Number of mated wolf pairs")
plt.title("Wolf population in Norway and Sweden")
plt.show()
```

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```

- a) Import the json library and use json.load to load the wolf data from the "wolf_pair_count.json" file and store it in wolf_data
- b) Get the "count" index from wolf_data and store it in a variable named wolf_count
- c) Create a for-loop that iterates over the year and population in wolf_count.items()
- d) Create a variable max_population that starts at zero, and for each iteration, if the population is higher than max_population, then update max_population to be equal to the population that iteration.
- e) Update the for-loop so you also store and update the year of the maximal population
- f) Use plot from matplotlib.pyplot to plot the number of mated wolf pairs (wolf_count.values()) against year (wolf_count.keys())
- g) Update the plot so you highlight the year of the highest wolf population
- h) Add an appropriate x-label, y-label and title to the plot
- i) Run the code and look at the plot, which year has the highest wolf population?

Challenge: It's difficult to design exercises that are both beginner friendly and engaging

Lesson learned: Use the Use Modify Create framework to give beginners a more interesting and easier start







Use

Run provided turtle code to draw a square



Modify

Modify the code to draw a square with different size and color



Create

Write code that draws a different shape



Use provided code to solve

a problem



Modify

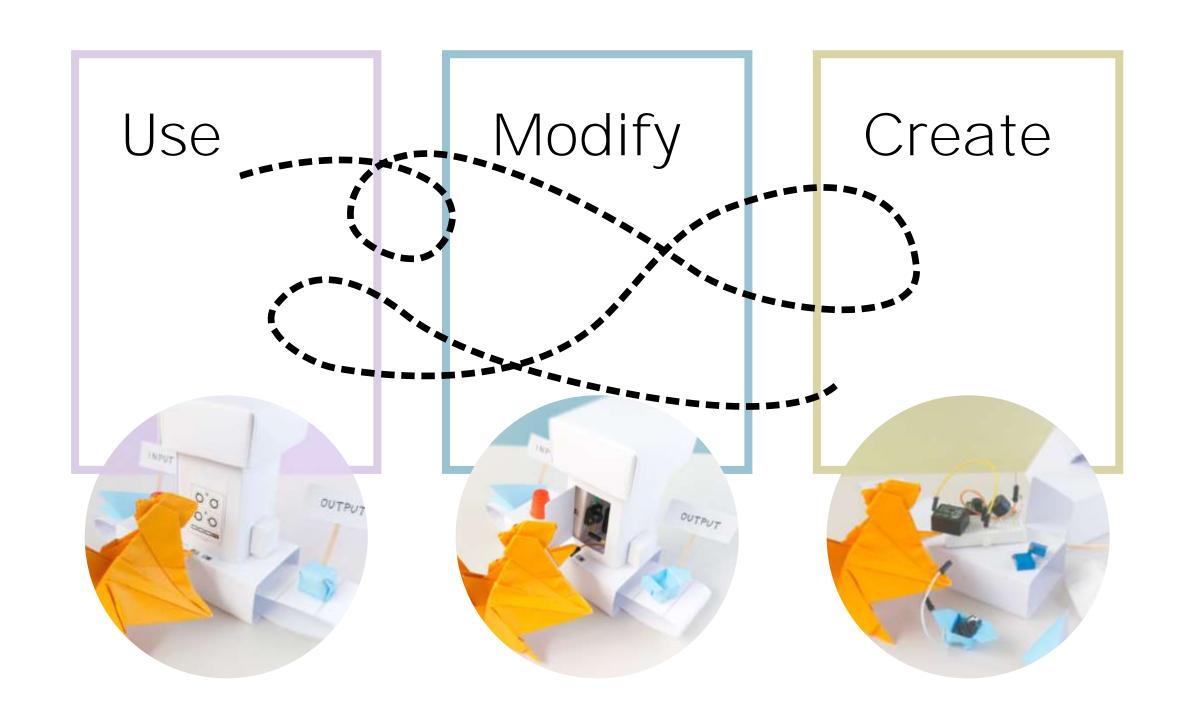
Modify the code to solve a modified problem



Create

Write new code to solve a new problem





```
import json
import matplotlib.pyplot as plt
with open("wolf_pair_count.json") as f:
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a) Download the start-code and data files and place them in a folder on your computer and run the code. What does the yellow dot and dashed line in the plot represent?

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- a) Download the start-code and data files and place them in a folder on your computer and run the code. What does the yellow dot and dashed line in the plot represent?
- b) Modify the code so the yellow dot shows the minimum population and the dashed line shows the year of the minimum population.

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- b) Modify the code so the yellow dot shows the minimum population and the dashed line shows the year of the minimum population.
- c) Modify the code so the yellow dot shows the year where the population decreased the most compared to the previous year. (Hint: Start by creating a variable previous_population = 0 that you set equal to population at the end of each iteration

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- c) Modify the code so the yellow dot shows the year where the population decreased the most compared to the previous year. (Hint: Start by creating a variable previous_population = 0 that you set equal to population at the end of each iteration
- d) Select one of the other data files from the project directory (e.g. muskox_count.json) and create a program that plots that animal population against time. Note: for all species except wolves, we only have data for Norway and consider the number of animals, not the number of mated pairs.

With UMC, the learner can engage in relevant exercises from the beginning



Here are some great resources if you want to dive deeper

- Miller, K, Lasry, N, Chu, K and Mazur, E. (2013). Role of physics lecture demonstrations in conceptual learning. Physical review special topics-physics education research, 9(2).
- Steele-Johnson, D, & Kalinoski, ZT. (2014). Error framing effects on performance: Cognitive, motivational, and affective pathways. The Journal of psychology, 148(1).
- Brown, NC and Wilson, G. (2018). Ten quick tips for teaching programming. PLoS Computational Biology, 14(4).
- Wilson, G. (2019). Ten quick tips for creating an effective lesson. PLoS Computational Biology, 15(4).
- Patitsas, E et al. (2019). Evidence that computer science grades are not bimodal.
 Communications of the ACM, 63(1).
- Nederbragt, A et al. (2020). Ten quick tips for teaching with participatory live coding. PLoS Computational Biology, 16(9).
- Lytle, N et al. (2019). Use, Modify, Create: Comparing Computational Thinking Lesson Progressions for STEM Classes. Proc 2019 ACM Conf Innov Technol Comput Sci Educ.

You can find all the examples together with the slides at GitHub.com/MarieRoald/PyConIt23





Special thanks to my origami artist Yngve Mardal Moe!

To summarise: coding is a journey, talking code is a skill that takes practice and UMC help beginners get to the fun faster







To summarise: coding is a journey, talking code is a skill that takes practice and UMC help beginners get to the fun faster







Questions?