



Round 1 Proposal

R0 without budget without comment ▼

Print

Name of Developer & Institute	Prof. Kantesh Balani   Indian Institute of Technology Kanpur
Name of Participating Institute	Indian Institute of Technology Kanpur
Application Type	Participating Institute
Lab Name, ID & Discipline	Python for Basic Arithmetic Operations   172   Computer Science and Engineering
Name of Experiment	iv. Data Types
Target Group	UG,PG

1. Focus Area

SNo.	Focus Area
1	Instrumentation and Practical skills
2	Reinforce theoretical concept

- 111 × 113

[Prof. Sushama Deshmukh](#)

Nov 28, 2019 22:32:03

Reinforce theoretical concept , Instrumentation and Practical skills
- 111 × 113

[Prof. Kantesh Balani](#)

Dec 09, 2019 14:18:28

Issue Resolved

2. Learning Objective and Cognitive Level

SNo.	LO ID	Learning Objective	Cognitive Level	Action Verb
1	595	Student will be able to describe the concept of data types in Python programming language.	Understand	Describe
2	596	Student will be able to describe the types of data types in Python programming language.	Understand	Describe
3	597	Student will be able to apply data types in various Python programs.	Apply	Apply

- 111 x 113

[Prof. Kantesh Balani](#)  
Dec 09, 2019 14:29:06  
Issue Resolved
- 111 x 113

[Prof. Sushama Deshmukh](#)  
Nov 28, 2019 22:32:03  
LO 596 action verb will be describe
- 111 x 113

[Prof. Sushama Deshmukh](#)  
Nov 28, 2019 22:32:03  
Lo597 Action verb will be solve
- 111 x 113

[Prof. Sushama Deshmukh](#)  
Nov 28, 2019 22:32:03  
LO 598 We already have Pretest and posttest so I suggest you to change this LO
- 111 x 113

[Prof. Kantesh Balani](#)  
Dec 09, 2019 14:29:37  
The issue is resolved

3. Instruction Strategy

Method	Assessment	Instruction Strategy
Summative Assessment	<div><div>· The main objective to develop this lab is to provide an interactive source of learn-ing for the students. The simulation that we provide fulfills our purpose.</div><div>· The learner will be easily able to understand Python programming language.</div><div>· The user will able to understand the use of data types in Python programming lan-guage.</div><div>· With the help of our virtual lab, students get a chance to learn Python program-ming language as they are provided with an interactive simulator. It is beneficial in understanding the basics of data types which simply cannot be understood by self-evaluation.</div></div>	Problem Based

LO ID	Learning Objective	Task	Assessment Question
595	Student will be able to describe the concept of data types in Python programming language.	To state the use of data types.	What are data types in Python programming language?
596	Student will be able to describe the types of data types in Python programming language.	To understand the use of data types.	Why are the data types used?
597	Student will be able to apply data types in various Python programs.	To apply/use data types in various Python programs.	What is the use of "list" data type?
598		To evaluate his knowledge on the basis of quiz questions.	In quiz section there are 3 levels to which user can attempt according to the time he have given in experiment to analyze and learn from it.



**Prof. Sushama Deshmukh**

Mar 10, 2020 22:55:55

Resolve

Comment

The assessment questions are MCQs? If not, how you are going to check the answers please let me know.

5. Simulator Interactions

Sno	What will student do	What will simulator do	Purpose
1	1. Examine the simulator screen and take note of all the instructions. 2. Select the type of data types you want to use. 3. Enter input values if required. 4. Press "Start" button 5. Press "Next" button. 6. Press "Reset" button. 7. Press "Quiz" tab.	1. Display all the simulator contents. 2. Bring the selected data type for use. 3. Input fields will take input if necessary. 4. Display the code in Python programming language. 5. Highlight each executing line and its output. 6. Reset the simulator for a fresh start. 7. Display the quiz questions.	1. Display simulator interface. 2. To select a data type for performing the experiment. 3. To take in input values to perform any operation. 4. To present a code to the user for better understanding. 5. To explain the meaning of each line of code. 6. To perform a fresh experiment. 7. To perform an evaluation of the knowledge gained by the user.

Resolve

