Practice with 40 mins timer. Do not Skip any activity

- Rename yourself on the video. Full Name- Teacher. Introduction (Teacher and Student)
- Ask student to go on Full screen button with 4 arrows
- Ask some open ended questions. Why he wants to learn coding.
- Artificial Intelligence- AI is becoming a large part of the workspace. There is a need for ability to instruct the computer to get things done.
- Bottle Activity (Please understand this thoroughly. This activity highlights importance of coding)
- Human vs Robot
- Languages Humans understand
- Coding Languages
- Introduce Javascript
- Teacher shares screen
- Power of Javascript with changing the content on any website. Type the code. Do not auto select the code.
- Create excitement about learning to program games. Soccer Game, T-Rex Game & Angry Bird game with components and complexities.
- Ask student to exit Full screen button with 4 arrows
- Multicar game with the student- share secret code on chat box, give instructions to copy it, ask him to click on activity 5, click on student tab , paste the secret code, submit, type name, play with upward arrow key
- Come back to tab with red dot
- Ask student to go on Full screen button with 4 arrows. Ensure that you are on the teacher tab only then share your screen. Do not show the PDF to the student.
- Pong game: 1st game, even a simple game has many challenging things to program, discuss components, breakdown the complexity
- P5 editor: Explain sections on the panel, increase and decrease all the parameters(canvas & rect), do not tell what the parameters are, ask the student what is happening, keep it very simple(width- thin thick, height- tall short, x axis- left, right, y axis- up down) Explain text()
- Teacher Stops Screen Share and clicks on Full screen
- Ask student to exit Full screen button with 4 arrows and step by step instructions for Share screen
- Student P5 editor activity: LOGIN (share dummy id and pwd in chat box), guide to draw 2 paddles and a ball, mouseY, background, SAVE (Ctrl S twice) & SUBMIT
- Student's Feedback, revision, 3 Hats off with lot of appreciation, encouragement and excitement.
- Invite parent to join
- Introduce yourself, get to know the parents, ask what the motive to enrol their child is. Appreciate the child's accomplishments
- Project based Learning Philosophy. 144/3= 48 each module
- 1st module: Learn programming while designing games, learning will include writing complex algorithms for these games like designing infinite game inside limited screen space. Creating objects through code that follows the rules of physics. Can publish games on iOs/ Android and will get certified
- 2nd module: app design with React Native using 5 case studies to build apps that will solve those problems, learn how FB etc. use game design principles to make the app addictive. Ask to click Book santa app.
- Click on tab with red dot.
- 3rd module: Data & using data to make complex decisions. Will learn Python to visualize analyze & make decisions with help of data. Includes ML and AI algorithms, to predict the future events based on past data. Will also use data from space to predict space events like collision of an asteroid with Earth. Ask to click on Sentiment Analyser(Good rating bad rating explanations)
- Click on tab with red dot.
- Silicon Valley
- True tech Entrepreneur: Study any problem, Collect data, analyze it, use it to make an app.
- Ask to click on Jishnu's Light bag app
- Click on tab with red dot.
- Ask the parent to stop Screen share
- Urgency
- Wait in the classroom to see the details of the curriculum; Academic Counselor will call to clarify any doubts
- Bye to parent & student(encourage to experiment with coding)

Class completed ☺

Pointers to keep in mind:

- You will be evaluated on your **communication skills** (Grammatical errors, sentence construction, pronunciation & student interaction) and **technical skills** (should be able to follow the flow of the PDF, perform all student activities within time limits, logical skills, coding skills, panel navigation i.e. full screen share screen and red dot, Wrap up explanations).
- The Final round is the exact replica of the live class.
- Dress appropriately – Formal Attire
- Make sure you have a table chair arrangement.
- Should have proper background light and ambience during the session.
- Do not be late to come to the panel. You will be judged for your punctuality.
- There will be NO reschedules at the final round so give your best shot. The final round is going to be very strict.
- They will check you on your confidence and the way you react in real world scenarios. Answer without hesitation.
- Give a very energetic session.
- The session has to be interactive.
- Keep the student engaged. The session should not be like the student is just sitting and listening.
- Do not ask a question and answer it yourself. Let the student answer.
- Ask open ended questions. Do not ask only Yes and No questions. Ask questions in which the student can answer and interact with you.
- Keep smiling
- Be confident. Do not fumble.
- Encourage and appreciate the student throughout the session.
- Practice the wrap up very nicely. Do not read or refer notes or PDF to explain the curriculum details.
- Know the general knowledge of the key points in the PDF like React Native, Machine learning, Artificial Intelligence, Silicon Valley, etc.
- **Important: Be prepared with the additional activities mentioned in PDF. You will be asked variable questions related to the P5 Editor. Ensure that you go through the P5 editor help reference section.** Your logical skills and coding ability will be tested here