## LECTURE / SESSION¹ PLAN

Name Lecturer: Sofia Gil-Clavel	Date session: May 30th,2025.	Expected number of students: 20			
Course title	R-Workshop				
Topic of lecture or session	Basic concepts before code parallelization				
Situational factors (e.g. group size, prior knowledge, expected motivation)	The class lasts 3hrs. The students are in different career stages, from PhD students to professors. The students have different backgrounds, from qualitative researchers that have never used R to quantitative researchers that want to learn new topics or move out of SPSS/STATA. The students use different Operating Systems (Windows, Mac, or Linux).				
Intended learning outcomes of this session	At the end of the session the students will be able to:  1. Explain what branches and loops are.  2. Translate problems into pseudocode.  3. Translate pseudocode into R-code.  4. Explode the properties of R to optimize loops  5. Write functions  6. Use the R functions lapply, vapply, etc. to speed-up code.				
Learning material (book, chapters,)	The lecture is based on the book:  • Wickham, Hadley. Welcome   Advanced R. Accessed March 31, 2025. <a href="https://adv-r.hadley.nz/">https://adv-r.hadley.nz/</a> .				

<sup>1</sup> A session means a teaching and learning session for university students in the bachelor or master. It can be a lecture, a seminar or a specific type of educational meeting with a group of students that is relevant for the discipline where the lecturer can demonstrate a whole range of teaching skills. It means that in one session each of the six didactic elements appears at least once. Your lesson plan should show that you are using a powerful learning environment and that students are activated.

Media, equipment, tools	The students use their own laptops. The teacher needs access to a projector and a whiteboard.
Preparation for students	The students have access to the slides and codes before the class.

Time² (min.)	Didactic element (goal) <sup>3</sup> and topic <sup>4</sup>	What the teacher does⁵ (teacher activity)	What students do (learner activity)	<b>Evaluation<sup>6</sup></b> (feedback/assessment)
10	Explain what branches and loops are.	<ul> <li>The teacher uses the slides to motivate and explain what branches and loops are.</li> <li>The teacher opens RStudio and opens the already written script that will be used during the class.</li> </ul>	<ul> <li>The students passively digest what the teacher is explaining.</li> <li>The students open and follow the steps that the teacher is explaining.</li> </ul>	The students will use these concepts during the workshop. So, the teacher will detect when a student confuses them. Based on these confusions the teacher will be able to correct the student.
20	Translate problems into pseudocode.	The teacher uses the slides to explain what pseudocode is.	<ul> <li>The students passively digest what the teacher is explaining.</li> <li>The students perform an exercise where they translate a common everyday problem into pseudocode.</li> </ul>	The teacher walks around the classroom to check on the students and provide feedback their pseudocode. When the teacher detects a common

<sup>&</sup>lt;sup>2</sup> Indicate the planned duration in minutes

<sup>&</sup>lt;sup>3</sup> State the number(s) of the relevant ILO at each didactic element

<sup>&</sup>lt;sup>4</sup> Only key words

<sup>&</sup>lt;sup>5</sup> Specify the type of activity and write down also the questions that you prepared to ask in the session

<sup>&</sup>lt;sup>6</sup> Specify the type of evaluation, i.e. the way in which you assess if the objective(s) has/have been achieved

							error, then the teacher uses the whiteboard to clarify.
20	Translar pseudocinto R-co	code	The teacher uses the slides to show students the process of translating their pseudocode into R-code.	•	The students translate their pseudocode into R-code.	•	The teacher walks around the classroom to check on the students and provide feedback their R-codes. When the teacher detects a common error, then the teacher uses the whiteboard to clarify.
20	Translareveryda problem R-code.	ns into	The teacher uses the slides to introduce a problem where the students have to translate three different problem into R-code. All these problems involve using branches and loops.	•	The students independently start working on their R-script. This is based on what the teacher explained using the slides.	•	The teacher walks around the classroom to check on the students and provide feedback when something is not working on their computers. When the teacher detects a common error, then the teacher uses the whiteboard to clarify.
30	Explode propert to optin loops	ies of R	The teacher uses the slides to explain the properties of R vectors and how they can be used to speed-up processes.	•	The students passively digest what the teacher is explaining. The students independently start working on translating their R-scripts using these properties.	•	The teacher walks around the classroom to check on the students and provide feedback when something is not working on their computers.  When the teacher detects a common error, then the teacher uses the whiteboard to clarify.

30	Write functions	The teacher uses the slides to explain how to write functions.	<ul> <li>The students passively digest what the teacher is explaining.</li> <li>The students independently start filling out the missing parts of the R-script. This is based on what the teacher explained using the slides.</li> </ul>	The teacher walks around the classroom to check on the students and provide feedback when something is not working on their computers. When the teacher detects a common error, then the teacher uses the whiteboard to clarify.
30	Use the R functions lapply, vapply, etc. to speed-up code.	The teacher uses the slides to explain the motivation and logic behind using the "apply" R functions and how to use them together with their self-written functions.	<ul> <li>The students passively digest what the teacher is explaining.</li> <li>The students independently start working on the problem. This is based on what the teacher explained using the slides.</li> </ul>	The teacher walks around the classroom to check on the students and provide feedback when something is not working on their computers. When the teacher detects a common error, then the teacher uses the whiteboard to clarify.