FOUNDATIONS IN PYTHON SYLLABUS

COURSE INFORMATION

Course Number: MATH 1101
Course Title: Foundations in Python

Term: Summer 2019

Class Schedule:

Section	Day	Time	Location	Instructor
.01	Tues. / Thurs.	7:00pm – 8:30pm	www.twitch.tv/tsogtv	Dr. Foland

Live streams will be archived for 60 days on Twitch, followed by permanent archival on Youtube. Links to these archives will be documented on eLearning.

INSTRUCTOR CONTACT INFORMATION

Course Instructor

Steven J. Foland, PhD

Email: stevenfoland@tsogiants.org

Office Hours: Saturday, 10:00am – 12:45pm

Office hours will be held virtually on Twitch.

Use the #stream-chat (text) or #stream-calls (voice) channels on Discord to direct your questions to Dr. Foland during class or office hours.

Please use the #copernicus channel or contact Dr. Foland directly (drfoland#6708) for questions outside these times.

COURSE PRE-REQUISITES, CO-REQUISITES, AND/OR OTHER RESTRICTIONS

Pre-requisites and Co-requisites: None

Students must be actively enrolled as TSoG.tv students to receive credit for this course.

PROGRAM EDUCATIONAL OBJECTIVES

The Shoulders of Giants' Mentorship students at all levels should strive to adopt an attitude of lifelong learning, build confidence as valuable members of a technical team, and embrace their responsibilities as good citizens of the scientific community.

In addition to this personal and professional growth, students at the Copernicus level are expected to develop and retain the logical, mathematical, and computational tools for solving practical problems in science and engineering.

STUDENT DUTCOMES

Student Outcomes broadly represent the knowledge and skills that students are expected to attain in order to achieve the Program Educational Objectives at their current level of study. At the Copernicus level, these Student Outcomes are as follows:

- C1. Knowledge of mathematical and computational terminology used to describe practical problems and their solutions.
- C2. Understand the tools and techniques used to find numerical solutions of mathematical problems.
- C3. Understand analytical solutions of simple practical problems in science and engineering.
- C4. Apply computational tools and techniques to find approximate numerical solutions to practical problems in science and engineering.
- C5. Apply statistics to quantitatively test a hypothesis using experimental data.
- C6. Apply computational thinking methods to reduce simple tasks into algorithms.
- C7. *Understand* modern professional communication practices.

COURSE LEARNING OBJECTIVES

Course Learning Objectives, followed by their corresponding Copernicus-level Student Outcomes, are listed below:

- 1. Describe data and control structures commonly used in computing. SO (C1)
- 2. Produce flow charts and written pseudocode to describe simple tasks, algorithms, and software. SO (C6)
- 3. Write applications in Python to complete simple, practical tasks. SO (C4)
- 4. Identify good practices when writing software with a team. SO (C7)

REQUIRED MATERIALS AND RESOURCES

Access to TSoG eLearning (http://elearning.tsogiants.org) required for completion of this course.

A notebook or well-structured digital note-taking method is required for success in this program.

COURSE DESCRIPTION

An introduction to computers and the Python programming language. Throughout this course, you will learn to work with data and control structures, how to deconstruct complex tasks into manageable steps, and how to write simple software applications, either alone or as part of a team.

TENTATIVE CALENDAR

Week Of	Description	((° 171° 1°		
N/A	Program Overview and Introduction to Computational Thinking			
June 2 nd	Data in a Digital World	Data Structures in Python		
June 9 th	Control Structures – The If Statement	Control Structures – The For Loop		
June 16 th	Defining Algorithms on Paper	Coding Simple Algorithms		
June 23 rd	Creating Functions in Python	Understanding Variable Scope		
June 30 th	Good Documentation Practices	July 4 th Holiday		
July 7 th	Troubleshooting Code	Handling Exceptions in Python		
July 14 th	Classes and Objects	Object-oriented Programming		
July 21st	Finite State Machines	Creating a Simple Python Game		
July 28 th	Working with Libraries	Adding to Your Python Game		
August 4th	Graphical User Interfaces	Building an Interface for Your Game		
August 11th	Managing Asynchronous Events	The Finishing Touches		
August 18th	Review and Assessment	-		

COURSE COMPLETION POLICIES

- Students must complete all weekly objectives in eLearning to be eligible for assessment.
- Eligible students may participate in the course assessment at any time
- Course assessment will cover materials from all Course Learning Objectives.
- An overall score of at least 80% on all assessment criteria will be needed to receive credit for the course.
- Students may retake the assessment at the instructor's discretion if they fail to meet assessment criteria on the first attempt.

TSOG POLICIES AND PROCEDURES

The description and timelines contained in this syllabus are subject to change at the discretion of the instructor.

Communications regarding such changes will be handled via Discord and eLearning.