SI SESSION PLAN

SI Leader:	Audrey Fuller	Session Date:	2/6/23
Week #:	4	Session Letter:	A
Course & Section:	GCIS-123.4	Course Instructor:	Audi
Planning Date:	2/6/23	Planning Time:	9:50

Beginning reminders:
- ☑ Is the room set up in a way conducive to collaborative learning?
- ☑ Is the agenda posted to the board for participants to see?
- ☑ Do you have your attendance sheet up to record your attendance?
- ☑ Do you have any other documents/resources up and ready to go for your session?
  If you are all set with the reminders, then go have fun and good luck!

Is there a study strategy you want to focus on? (If so, what is it? Otherwise, leave blank.)

Main concepts student should feel more comfortable with:
- Return statements
- Unit testing
- Running pytest
- Code paths (functions inside other functions)
- Refactoring
- Conditionals (Yay!) No else statements though (Booo!)

Activity*	Process to use	Time	After Session Thoughts
Opener: Character.ai Chat ☑	Go to https://beta.character.ai/ and the students will pick a character to talk to. I'll ask people to name some questions and type them in. If no one wants to ask questions, I'll ask course related material to the ai.	10	☹ 2 3 4 5 6 7 8 9 ☺ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☑

Turtle Tire	Practice using Turtle (specifically how to scale circles) by coding a scalable tire together.	40	☹ 2 3 4 5 6 7 8 9 ☺ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☑ ☐ Pretty simple activity, but really taught how to make scalable objects with Turtle well.
Testing code-along	Finish writing simple functions checking if numbers are even or odd, finding the max of two and three numbers and find the average of three numbers. Write test statements for them and run the test statements.	10	☹ 2 3 4 5 6 7 8 9 ☺ ☐ ☐ ☐ ☐ ☐ ☐ ☑ ☐ ☐ ☐ Didn't finish in time
Dice game code-along	Finish a die-rolling game where two students roll die and the higher number wins the round. Whoever wins the most rounds wins the game. Use test functions for each section.	N/A	☹ 2 3 4 5 6 7 8 9 ☺ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Didn't finish in time
Closer: How was everyone's weekend, and any questions?		5	☹ 2 3 4 5 6 7 8 9 ☺ ☐ ☐ ☐ ☐ ☐ ☐ ☑ ☐ ☐ ☐ Rushed

See the Activity Database and SI Share for ideas.

Ending reminders:
- ☑ Did you mark down attendance on your attendance sheet?
- ☑ Did you remind everyone of the next session and any upcoming tests or quizzes or due dates?
- ☑ Did you fill in the after session thoughts?

Optional Notes and Comments:

Bi-Weekly Question: Are your students clear on what SI is? If not, how will you tackle that?

- Yep! Whenever there's a new student I quickly go over what SI is with them (especially the not doing in-class activities with them or helping with homework).

WELCOME TO SI SESSION WEEK 4!

Agenda:
Character.ai
Testing code-along
Die game code-along