

Teaching Python - Summer Workshop 2016

Goals:

1. Answer the question “why teach python”
2. Learn to personally program in python
3. Collect strategies and resources for teaching students
4. Have a little fun

Daily schedule

Day 1: -----

8:00 am

- Introductions, goals for the class
- Make sure everyone can login and python is working

9:00 am

- **“Why teach Python?”** Presentation
- Register your freenode nickname and connect to #python

10:00 am

- **“How to Learn Python”** discussion
- Run python interpreter, find official tutorial

11:00 am

- Choosing an editor
- Run the “Hello, World” script from a file

12:00 pm

- Lunch Time

1:00 pm

- **“How to Teach Python”** discussion
- Review books
- Choose a book to use

2:00 pm

- Try python (codeschool)
- Learn everything (learnpython3.py)

3:00 pm

- Play codecombat/codewar
- Assignment read the basics in a book of your choice

Day 2: -----

8:00 am

- Discuss which book everyone read

9:00 am

- Python Language exercises

10:00 am

- Git hub

11:00 am

- Quizzes 1, 2, 3, 4

12:00 pm

- Lunch Time

1:00 pm

- Codingbat.com warm up/logic

2:00 pm

- Codingbat.com strings/lists

3:00 pm

- Choose a problem from project Euler (homework if you don't finish)

Day 3: -----

8:00 am

- Quizzes 5, 6, 7, 8

9:00 am

- High Low game

10:00 am

- Game of Pig

11:00 am

- Turtle "Python for Beginners" book

12:00 pm

- Lunch Time

1:00 pm

- Turtle Smiley Face

2:00 pm

- Turtle Math, tower of Hanoi

3:00 pm

- Turtle app, turtle demo

Day 4: -----

8:00 am

- Quizzes 9, 10, 11

9:00 am

- Encryption

10:00 am

- Pythontutor, run examples

11:00 am

- Pygame arcade game book

12:00 pm

- Lunch Time

1:00 pm

- Arcade book chapter 5

2:00 pm

- Invent with python book ch 4

3:00 pm

- Tic Tac Toe game

Day 5: -----

8:00 am

- Quizzes 12, 13, 14

9:00 am

- Virtual Pet Game

10:00 am

- Curtis examples

11:00 am

- Memory game

12:00 pm

- Lunch Time

1:00 pm

- Daily code practice

2:00 pm

- Review quizzes and assignments resources

3:00 pm

- Bubbman game, farewells