- Intros:
  - Who we are
  - Why are we here
  - What we are going to be going
  - Emphasize participatory research:we're not here just because we want to be math tutors, we're here because we want to learn what works and what doesn't with you. "We want your feedback with these lessons - what was cool, what was boring? Did you you have any 'aha' moments where you learned something that you were totally stuck on before?"
- Pre-Test
- Pre-Survey
- Hour of Code
  - Expression: a computation written in the rules of some language (such as arithmetic, code, or a Circle of Evaluation)
    - 2, 3 or 2+3
  - WeScheme Editor
    - Definitions Area on the Left
      - Write Expressions and click to run button to see result
    - Interactions Area on the Right
      - Write Expressions and hit enter to see results
    - Reading and Writing Code
      - Function (+, star)
      - Inputs (what the function needs to produce a result (output)
        - Numbers - evaluate to themselves
        - Strings (words with quotes around them, how the program reads words) - evaluate to themselves
      - Output (result from applying function to inputs: seen in the interaction window)
      - Need Parenthesis for evaluation
      - Circle of Evaluation
        - **Rule 1**: Each circle must have one function, which goes at the top of the circle.
        - **Rule 2**: The inputs are written below, in order from left to right.
        - Examples (Circles and Code)
          - (+ 2 3)
          - (star 50 "solid" "red")
      - Picture Example
        - (overlay (scale 0.5 (bitmap/url https://static01.nyt.com/images/2016/02/29/sports/basketball/STEPHCURRY/STEPHCURRY-articleLarge.jpg"))
        (rectangle 350 220 "solid" "gold"))