Day 1: Kickoff

Your journey


Welcome Developers!

Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

The Code Fellows Vision

Software development skills for a better life, for a better community, and for a better world.

The Code Fellows Mission

We guide people from all backgrounds to change their lives through fast-paced, career-focused education. We shape passionate coders with immersive training to meet industry needs and improve diversity in the tech scene.

Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

CF Staff you may already know

Jordana Gustafson
Director
PDX Campus

Karinne Breidenbach
Admissions

Marty Nelson
Principal Instructor
PDX Campus

Lindy Levinson
Director of Admissions

CF Staff you may know or meet

Ivan Storck
Co-founder

Brook Riggio
VP Education /
Co-founder

Will Little
Co-founder

Brandy Rhodes
Director, SEA Campus

Sarah Fischer
Digital Marketing Mgr.

Dave Parker
CEO

Jeff Malek
COO

Mitchell Robertson
VP Business Dev.

INSTRUCTIONAL TEAM

Your new friends. They are friendly. Really - their smiles are proof!

Max Jacobsen
Teaching Assistant
pdx-201d3

Alex Anderson
Teaching Assistant
pdx-201d3

Al She
Lead Instructor
PDX Campus


Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

The Campus

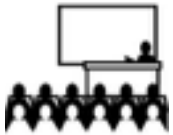
- Parking, restaurants
- Access/passwords: Door codes, WiFi
- Facility: bathrooms, kitchen & rules, conference rooms, bike room, speakers, monitors, musical instruments
- Daily schedule
  - Evening/night reading
  - Morning lecture
  - Lunch hour
  - Afternoon lab


Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

Classroom

- You're in it. Right now.
- Labs: cowork w/ Code 401 students
  - Please remind them they were once human.

Classroom Schedule

8am-11am	11am-noon	noon-4pm
		
Class	Lunch	

Holiday Policy

Martin Luther King, Jr. Day: 1/18 (SEA 301 had class)

President's Day: 2/15 (PDX 401 skipped class)

Memorial Day: 5/30 <—**VOTE**! Project week; shift lecture?

Independence Day: 7/4

Labor Day: 9/5

Thanksgiving Day & day after: 11/24 & 25

Christmas Eve thru New Yr's Day: 12/24 to 1/1

Pre-Work

- If you have not yet completed the pre-work listed in Canvas, complete it **ASAP**.
- Often pre-work involves installing new tools essential to our lectures and labs starting on Day 1.

Grading

- **90%** overall grade needed to pass this course
- **90%** attendance required
  Exceptions for medical and family issues
- No lab submits during project week
- Instructor approval required for 301

canvas

Student Resources

- Canvas: Weekly modules, daily lab assignments, quizzes.
- Daily assignments: Do all work in a git branch. Submit *pull request* URL.
- Slack: The most reliable way to keep in touch with your instructor and TA. Use it to text and share files with classmates and teachers.

- Video recordings: all lectures posted to a private YouTube Channel

Expectations

- Not like high school or college
  - No time for serial learning. Stacked learning: can't be 100% comfortable before moving on.
  - Much less "hand-holding", much more **sandboxing** and "learning to learn". Your growth mindset is fueled by your effort.
- Not like most professions: Software is not physical, not bound by physics. Arbitrary, complex, free-form, networked, instant build, instant copy. Step-by-step learning is **limited**.
- We provide **guidance**: concept priority/dependencies, proven techniques/best practices, insights, frequent feedback. You provide passion, focus, resourcefulness.

Expectations

- You should be able to write code **from scratch** for **every concept** and skill we cover.
  - Understand code in class, write code in lab.
  - Copying code to complete assignments will destroy your learning.
  - If you're not keeping up with the pace of the class, we'll refund you per our refund policy and ask you to self-study and re-apply to the same or a lower-level course.

Next Steps

- Mid-point visit from Director and Admissions
  - Enrollment for next course. Will I have a spot?
  - Should I take a break and self study?
  - What stack/languages/frameworks should I learn en route to my future career?

Surveys

We are on a journey of continuous improvement and constant iteration. Help us help you with your feedback and input.

We take the surveys seriously and review feedback every Monday to improve the course to improve your experience.

…and you get easy points!


Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

HONOR CODE

Honor. Truth. Integrity.

From the student handbook: “As members of the Code Fellows community, each of us upholds and supports a high standard of personal and community honesty and integrity. Therefore, each of us agrees to represent ourselves truthfully, claim only work that is our own, properly attribute collaborations, and engage honestly in all assignments…” [complete statement is in the handbook]

DO NOT PLAGIARIZE

What does that mean?

plagiarize

verb pla·gia·rize \ˈplā-jə-ˌrīz also -jē-ə-\

: to use the words or ideas of another person as if they were your own words or ideas

Source: http://www.merriam-webster.com/dictionary/plagiarize

RESPECT EVERYONE

We're very serious about this.

Please view our **Code of Conduct**

We want an environment where every individual is safe and respected.

Harassment and discrimination will not be tolerated.

If you have concerns, please notify your instructor, campus director and/or email is at conduct@codefellows.com

OUR CULTURE

Quotes from Dave, our CEO:

“Feedback is a gift. You likely won’t get it after you leave here because companies and people find it difficult to be direct. We strive for direct, respectful, and professional honesty in our interactions.”


Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

Developer

This is your new title.

This is more like **work** than traditional classes.

Things **will** be **ambiguous** at times.

We are here to…
help…
coach…
guide…
connect dots…
and lastly, instruct.

This course is:

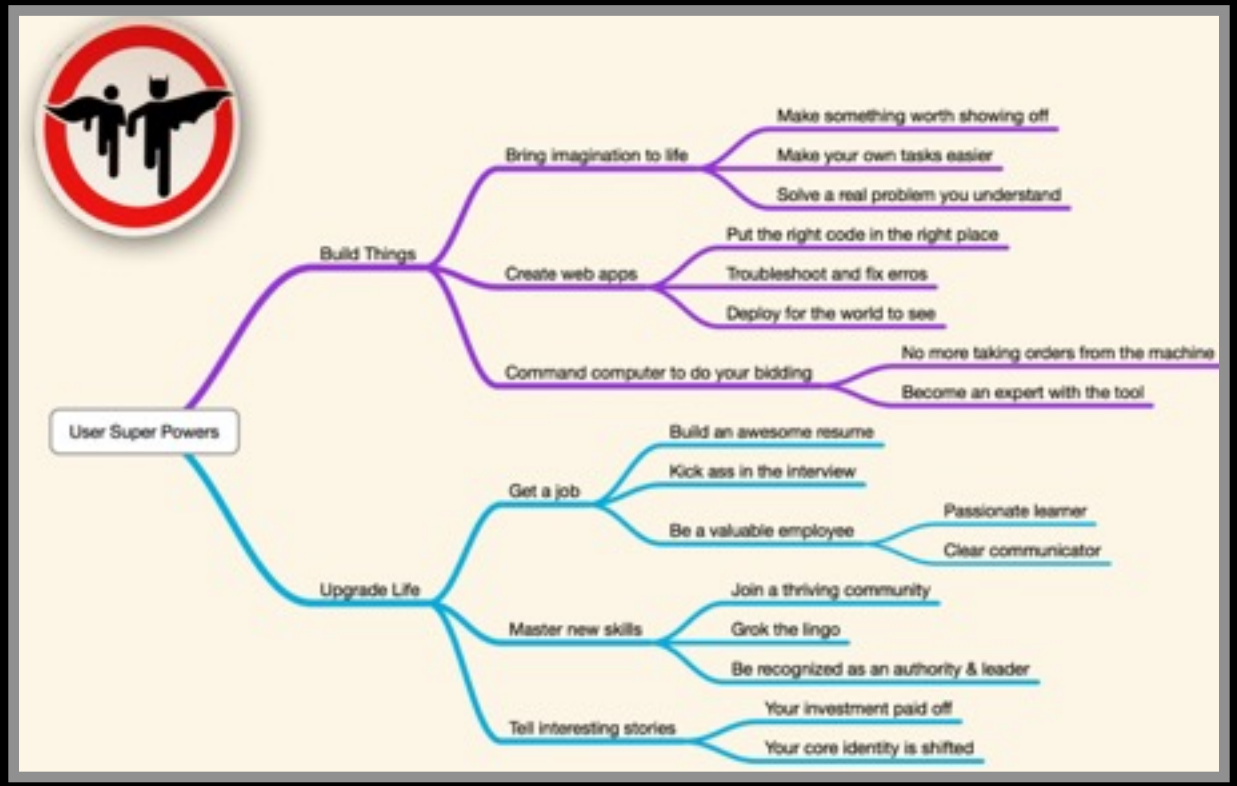
-Non-traditional
-Practical
-Entrepreneurial

THE STRUGGLE IS REAL….

If it were easy everyone would do it.

SUPER POWERS

Really.




Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

LEARN TO LEARN

Passion for learning

“They’re willing to take risks, they know they want to learn, they have a passion for this. Anybody willing to take a leap of faith and do a…full-time program to develop their career clearly has those qualities. They have that drive and the initiative to self-educate that makes junior devs successful.”

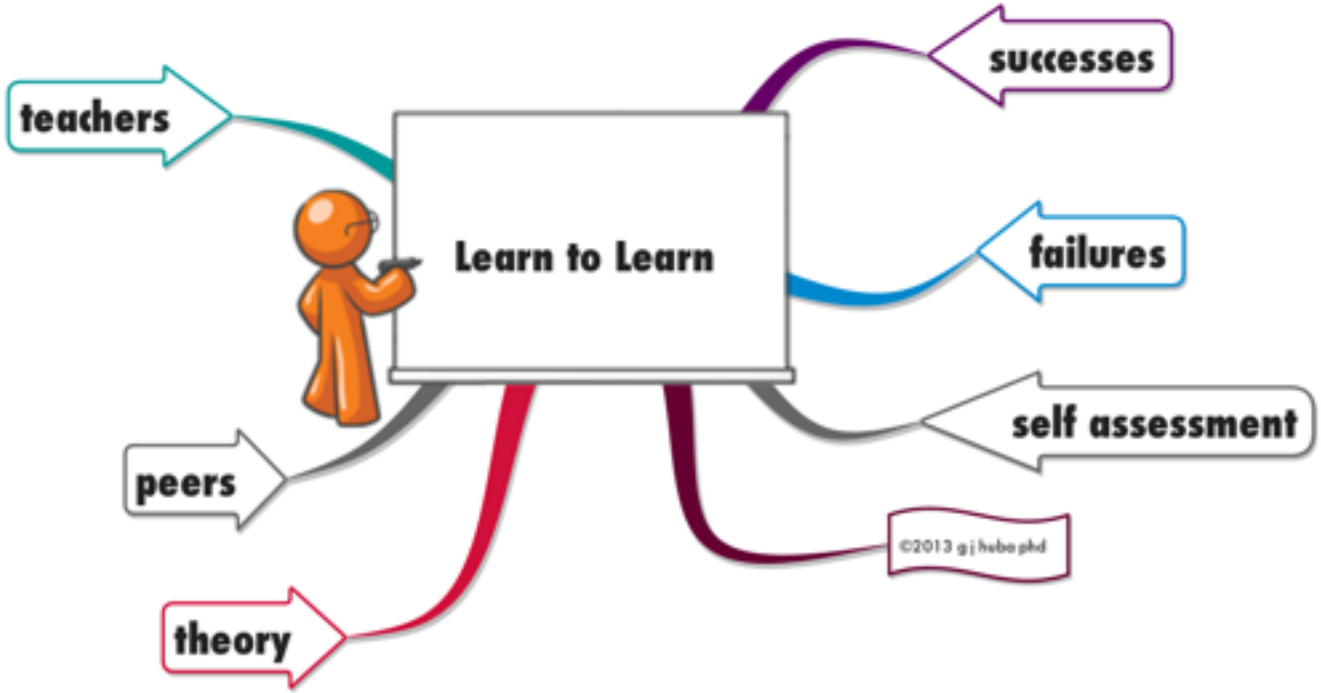
— John Carmichael (of WeSpire) on code bootcamp students

Collaborative Learning

The gift that keeps on giving.

LEARN TO LEARN

How do Senior devs teach themselves new things? The learned how to learn.



LEARN TO LEARN

Fixed Mindset vs. **Growth** Mindset

- Your brain is amazing. It's plastic (can be shaped).
- You can gain **new** powers, even ones you weren't "born with".
- Effort is needed, but effort alone is **not** enough.
- Humility: don't cling to your current skills set and skill levels.
- Seek new strategies, new skills.
- Find new methods of seeking new strategies & skills.

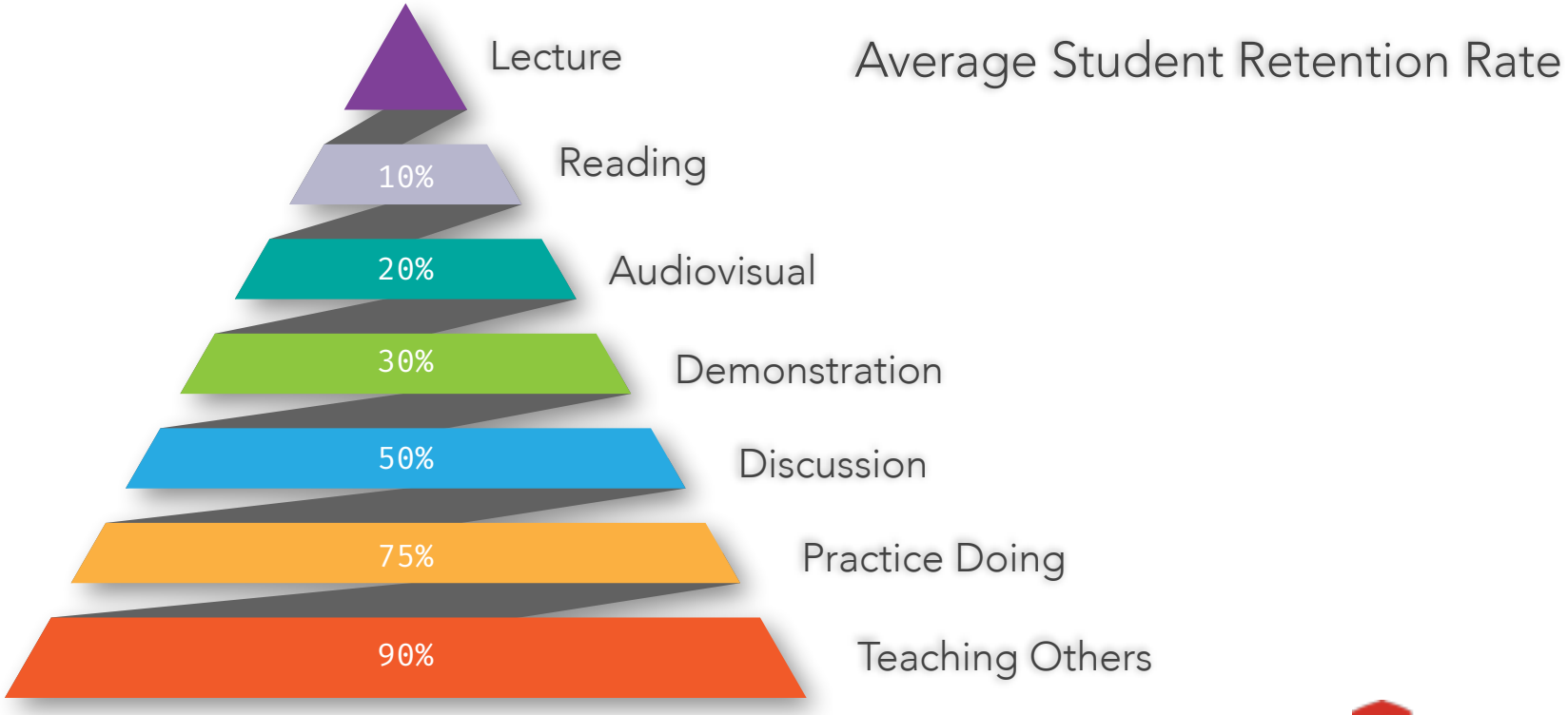
"I'm not good a coding."
"…'yet'. You'll *become* good at it."

"Other students are so much better at coding."
"…but I can learn skills from them, and learn how *they* learn.

"This new coding concept is so difficult…"
"That feeling of new concepts being difficult is the feeling of your brain growing"

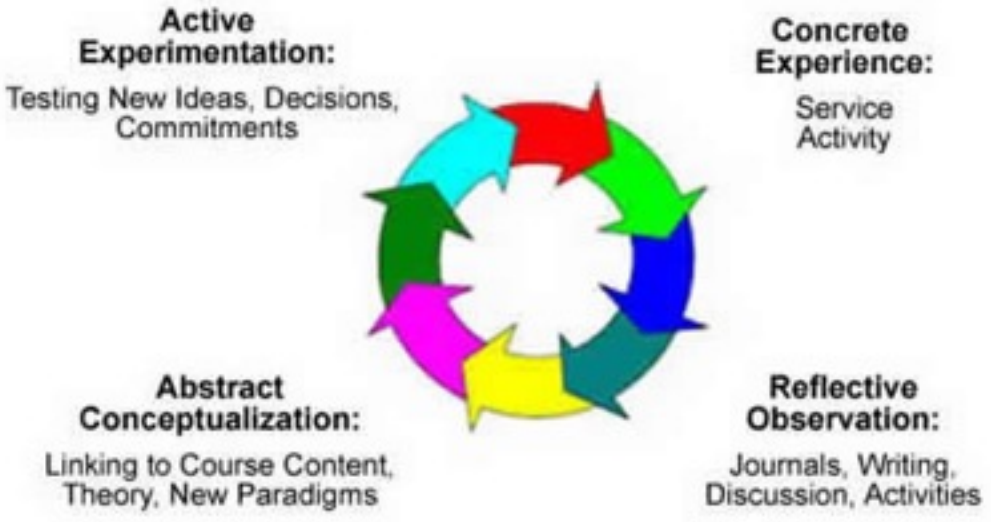
HOW YOU LEARN MATTERS

It matters A LOT, actually.



ANDRAGOGY

Adult learning is very different from child learning.



...or What? So What? Now What?

PATHS VS. SANDBOXES

Paths get you to the sandboxes…

"Connect the dots…
… good job!"

"Build **something** that represents 'sunshine'…
… and ask yourself what you learned."

PATHS	SANDBOXES
SHAPE BEHAVIOR	CREATE ENGAGEMENT
ARE GAMES TO BE PLAYED	ARE SPACES IN WHICH TO PLAY
LEAD PEOPLE ALONG	LET PEOPLE EXPLORE
HAVE PREDICTABLE OUTCOMES	HAVE UNKNOWN OUTCOMES
ARE MEASURABLE	ARE OBSERVABLE
DESIGN EVERY DETAIL	UNDERSPECIFY THE DESIGN
ARE CONSUMPTIVE	ARE GENERATIVE
CREATE DEPENDENCY	ENCOURAGE AUTONOMY
HAVE A CLEARLY DEFINED PURPOSE	PURPOSE IS SELF-DETERMINED
LEAD TO COMPLETION	LEAD TO UNDERSTANDING
END IN AN EXCHANGE	END IN LEARNING & DISCOVERY


Vision and Mission
Introductions
Campus
Classroom
Policies and Practices
Our Goals
How To Learn
How To Succeed

BE HEALTHFUL

Take care of yourself.

BE CONFIDENT

This is going to be very challenging. Be ready. Be confident. You can.

STUDENT INTRODUCTIONS

We want to get to know you!

- Pair up with a classmate you don't know. Spend 2 mins. to learn about your partner and 2 mins telling her/him about yourself. Learn the following items (take notes if needed), then share with the class what you learned about your :

- A. Your classmate's **full name**. How is it spelled?
  B. **Background**: where from, area(s) of study, areas of work
  C. **Why** is she/he in Code 201? (3 words)
  D. Plans **after** Code 201?

Let the coding begin

Rock on, our fellows developers