# Homework 1

1. We’re going to start building our programming skills even before we know any Python! Work through [The Maze](https://studio.code.org/s/20-hour/stage/2/puzzle/1) at code.org. Make sure to finish each puzzle in the number of pieces suggested; click “try again” instead of “continue” if it tells you that you used too many pieces.

When you finish level 20, if you click “Continue,” it will take you into Lesson 5: The Artist. If that happens, click at the top of the screen to go back to the main menu for Code.org’s Accelerated Intro to CS Course:



I want you to turn in a screenshot showing that you completed all of the levels with the right number of blocks.

Here’s a screenshot that shows I completed *most of* the levels, but I skipped level 11 and used too many blocks in level 15. **Your circles should all be the nice dark green of proper completion.**



You can paste the screenshot into a Word doc; or, if you want, you can upload a .jpg or .png directly into Blackboard.

1. After you finish The Maze, work through [The Artist](https://studio.code.org/s/20-hour/stage/5/puzzle/1). Try to challenge yourself to make something interesting in the final level, and **submit a screenshot of your creation (twice)**.
   1. **Post your creation to our class Slack**, and also
   2. **Put a screenshot into your Blackboard submission**.

If you can’t think of something you want to draw, here’s a challenge for you:



1. Read chapter 1 of the textbook. Write down any questions you have about the reading or anything you find interesting about it, and ask during class!
2. Install [Anaconda **3.7**](https://www.anaconda.com/products/individual#Downloads) and [Git for Windows](https://gitforwindows.org/) (Mac and Linux users, you already have a Linux-style terminal to use 👍)