

Date	Theme	Topic	Learning Goal	Task
19-Apr	Introduction to Programming	Introduction to programming	Ask students about programming experience, introduce python. Introduce IDLE's two windows	
26-Apr		Structure of a program	Introduce line counters. Introduce libraries	
10-May		Variables, and types, assigning values	Introduce variables, talk about types. Have students practice assigning different values to a variable	
17-May		Instance vs. Type Distinction	Introduce the difference between types and instances	
24-May		Functions	Introduce functions. Have students use built-in functions. Have students use functions of basic types. Have students create their own functions	
31-May		Quiz/Small Project		Students will write a short program that can greet a person.
7-Jun	Control Structures	Introduce if-statements	Get students to think about if-statements in English and Japanese. Introduce if-statements in Python	
14-Jun		Using if-statements in Python	Get students to use if-statements	
14-Jun		Using if-statements to control what happens	Get students to have the program do different things using if-statements	
5-Jul		Troubleshooting if-statements	Get students to solve different problems using if-statements	
12-Jul		If-statement practice	Get students to practice using if-statements	
19-Jul		Quiz/Small Project		Students will write a short program that can control a vending machine
26-Jul	Debugging	Talk about how to find errors	Get students to understand what an error message is	
9-Aug		Talk about different types of errors	Introduce the different kinds of error messages	
30-Aug		Talk about the cause of different errors	Get students to think about why errors happen	
6-Sep		Talk about strategies for avoiding errors	Students should be able to tell which style or way is better	
13-Sep		Introduce Exception handling	Get students to use try and catch statements	

27-Sep		Project / Quiz		Students have been given a program that has a lot of bugs. They must fix it.
4-Oct	Looping and Lists	Introduce looping	Students should be able to make a simple for loop	
18-Oct		Walk through what a loop does	Students should understand how a loop works	
1-Nov		Loop Practice	Have students practice using loops	
8-Nov		Introduce lists	Students should be able to make and use a list to hold data	
15-Nov		Practice using lists	Have students practice making and using lists	
22-Nov		Project / Quiz		Students will make a program that simulates DNA.
29-Nov	Making your own classes and types	Review what classes are	Review what two types of things are in a class. Review the difference between instances and classes.	
6-Dec		Introduce how to make a new class/type	Students should be able to use the correct syntax to create a new class	
13-Dec		Practice making new classes/types - add functions to a class	Students should be able to make a new class, and write functions for the new class	
10-Jan		Practice making an instance of a class	Students should be able to make a new instance, and use it to save information	
17-Jan		Practice using class instances	Students should be able to make a new instance, and use it to save information	
24-Jan		Project / Quiz		Students will make a program that can hold recipes.
31-Jan	Your Own Project	Brainstorm ideas for your own program		
7-Feb		Start making the classes and functions for your program		
14-Feb		Continue coding and testing		
21-Feb		Finish coding and testing		
7-Mar		Present your program		