Coding Club: Meeting #2

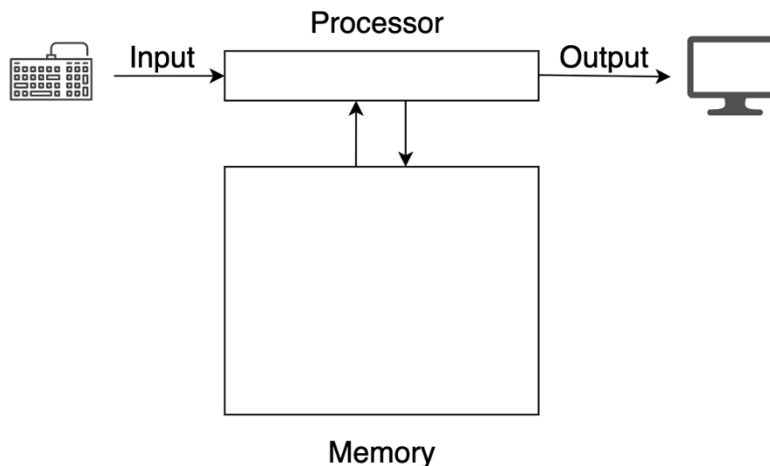**Arrival/Warm-up Activities (~20 mins)**

1. Make a name placard.
2. Complete a Mad Libs game on paper (see Mad_Libs_Game.pdf).
3. Try out Python commands from last week in IDLE (kids seem to like multiplying REALLY BIG numbers).

Review (~20 mins)

- Parts of a computer – computer programs – instructions: input, processing, output, sequence. Be more precise about how each instruction affects the state of the computer.

Hands-on: Enter and run madlib0.py (~10 mins)

- Code is on whiteboard.
- Use this exercise to review commands, creating a program file, etc.

Hands-on: Fill in the blanks in madlib1.py so it will run (~10 mins)

- (See Mad_Libs_Puzzles.pdf).
- This went pretty well.

Hands-on: Order the lines in madlib2.py so it will run correctly (~20 mins)

- (See Mad_Libs_Puzzles.pdf).
- They found this harder than I expected 😰.

Demonstration: Coding a very small Mad Lib program (~20 mins)

- Walked them through coding a very small program on the whiteboard using a thinking-out-loud approach and emphasizing getting from what we say in English to what we need to say in Python.
- Show how each step affects the state of our notional computer.