Week 1

Themes

learning	technology	craftsmanship
understanding our learning selves ● L1: learning signals ● L2: conscious learning ● L3: stories of learning ● L4: effective reading	focus on self expression through code ● T1: pseudocode and diagraming ● T2: data, decisions, loops, flow ● T3: implementing algorithms ● T4: measuring code performance ● T5: writing assertions	focus on tools ● C1: effective searching ● C2: the command line & REPL ● C3: working with sublime ● C4: working with git / github ● C5: using the debugger gem

Discussing

- D1: data, decisions, loops and flow (sherif)
- D2: understanding and using variable scoping (sherif)
- D3: reading errors and effective debugging (shadi)
- D4: advanced Ruby syntax and idioms (shadi)
- D5: brief introduction to algorithmic analysis and Big-O notation (sherif)

Practicing

The following list of challenges are available for students to work through. Justification, ordering and contextualization will be provided during lectures, through supplemental reading, and individualized student support.

Schedule

Monday
- AM - orientation
- PM - (T1-3,5 + C1-4) Roman Numerals 3 ways
- A6 - craftsmanship: IRB & code style

Tuesday
- AM - (C5, **D3**) intro to debugger gem, Roman Numerals case study
- PM - (L1-4, **D1-3**) how to think about software, Sorting & Searching
- A6 - sublime, git

Wednesday
- AM - (T4) Games
- PM - (L1-3) Regex
- A6 - git

Thursday
- AM - (T2) Data Structures
- PM - (T2-3, **D5**) Data Structures, Boggle
- A6 - git

Friday
- AM - Sudoku
- PM - (**D4**) Sudoku
- A6 - review and writing for the week

Weekend
- review previous week
- planning and prep for next week