

INTRODUCTION TO SQL PROGRAMMING AND DATABASES

Hi Instructors!


Thank you for coming on board to deliver this CF:G course. While a lot of love and care has gone into designing this material, there may still be some gaps - please feel free to let us know your feedback as you deliver each session so we can keep improving. Our goal is to present content to learners in a concise, scaffolded, relevant and engaging manner.

IMPORTANT NOTES


Use PPT slides to deliver your presentations:


- Your slides have animation embedded so that some elements appear on a click to aid your explanations
- Students only have a PDF version of these slides.
- There are many comments in the slides' footer for you – please read them carefully. Some of them contain example query code to demonstrate to students**


Example:

 SOFTWARE ENGINEERING
Programming and Development

LAYERS MODEL

FRONTEND


BACKEND


DATABASE


Explain how DB and DATA fit into software engineering cycle. Some general comments below.

FRONTEND

- Websites and mobile applications.
- We create interfaces with html, css JavaScript, Rectangular, Angular frameworks etc.
- Main purpose it to communicate with the user: take input and display output, provide information

BACKEND

- Logic behind the scenes. We can take uses input from the frontend and process it.

Learning materials:

- a. All supporting materials, example queries and in class tasks code example are provided in the sesion_plan folder for you. You can see all questions-answers and sql scripts in there.
- b. Please feel free to provide additional examples if time allows. For instance, you may think of extra good examples to explain HAVING & GROUP BY logic. Just see how students are digesting newly acquired information.

IF YOU ARE DELIVERING AN ONLINE COURSE

HOW TO DELIVER AN ONLINE COURSE SUCCESSFULLY

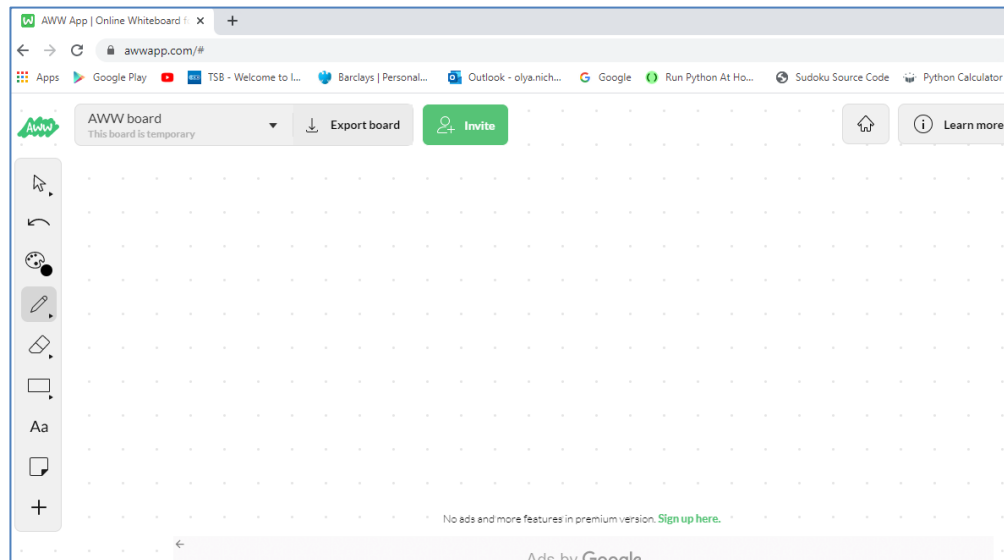
- “Think Visually” - slides were deliberately kept simple and were enhanced with animation. We can only use images and our voice to explain concepts
- Do all exercises together with students – we do not do independent work for online sessions as it would be very difficult to troubleshoot if someone falls behind
- Explain your every move (especially at the beginning of the course), think about narrators on TV. For example, you may say: “Now we are going to create a new file by clicking a File tab at the top left corner.... and so on”
- Use your voice to stress important parts of the curriculum. Practice with slides before each session, so that you can pre-read all comments and tailor your explanation for the group.
- **NOTE: Instructor slides are different to student slides – they contain extra comments. You have more visuals, animation, extra slides with images. Students have a concise version, which is more text heavy.**

Introduction – keep it interactive:

- a. We recommend using this website for interaction: <https://awwapp.com/#>

INTRODUCTION

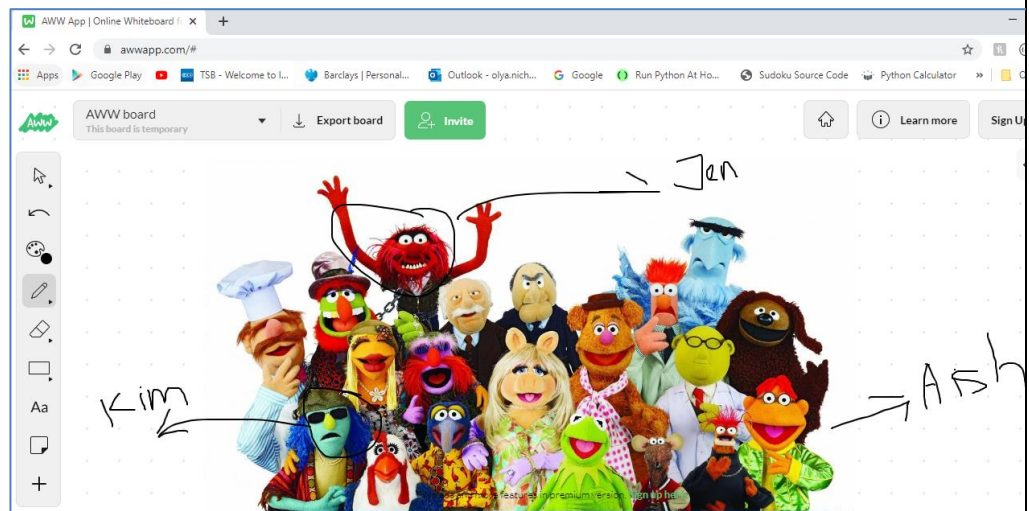
The link would take you to this website



Click the green button “Invite” and share the link with the group via chat.

Now everyone can edit the page AT THE SAME TIME

- A) Suggest that everyone write their greeting
- B) (more fun) Add a pic of a group of animals or Muppets (enclosed) or similar and ask everyone to circle their favorite character + write their name

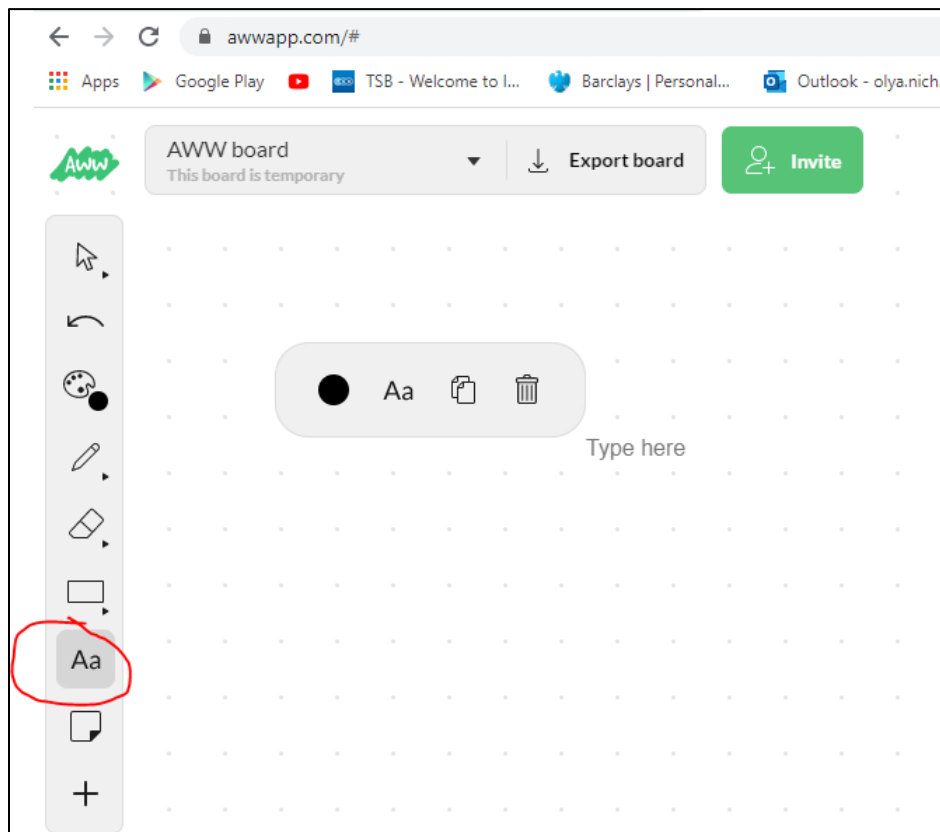


When you have a question to address to the class and get some response back:

- b. Use the same tool because everyone can see inputs <https://awwapp.com/#>
- c. Ask students to click TEXT BUTTON
- d. It would enable everyone to write their answers on the board.
- e. For example, when the question is



- f. Ask students to write their answers



GOOD LUCK!