1. Background
   1. History
   2. Goals
   3. Contributions to the programming landscape
2. General Facts
   1. Lazy evaluation
   2. Type system
   3. Purity?
   4. Syntax? (maybe best left to each section)
   5. Modules
      1. Prelude
3. Types
   1. Basics
   2. Declarations
4. Functions (subprograms)
   1. Purity?
   2. Control structures?
   3. Recursion?
5. Abstraction and Polymorphism
   1. Abstracting types
6. Type classes
   1. Basics
   2. Declarations
      1. Recursion?
7. I/O
8. Exception Handling
9. Monads
10. Concurrency
11. Sample Program
12. Global Issues and Promise for the Future