

IT 105 – Principles of Programming

Day 01

1. Role Call / Names.
2. You are expected to engage with/access each scheduled class session.
The classroom will follow the guidelines established by the Covid Operations team.
3. Bring laptops next class.
4. Will record lectures on content, not discussion.
5. Brief Course Description:
 - a. GenEd – Formal Reasoning → social issues.
 - b. ***Algorithms of Oppression*** .
 - c. No programming experience assumed → Scratch, HTML, Javascript.
 - d. Attend class, stay current on assignments, ask questions.
 - e. Patience... programming is really debugging... ***iterate*** to complete assignments.
6. Say “hi” to someone, and again, and again.
7. “Getting to Know You” exercise in Moodle.
8. Scratch is a visual programming language that allows students to create their own interactive stories, games and animations. As students design Scratch projects, they learn to think creatively, reason systematically, and work collaboratively.
(https://www.uab.edu/icac/images/Scratch_Guides/Intro_to_Scratch.pdf)
For the next couple weeks we will use Scratch as a brief introduction to programming concepts.
9. Set up context for classroom discussions on Algorithms of Oppression, read link in Moodle:
 - a. Liked focus on Algorithms.
 - b. Examples in this text are a “snapshot.”
 - c. Comfort zone...
10. Course Expectations:
 - a. Bring laptops to class each day.
 - b. Attend class (or watch associated video recording of the class session, if you are unable to attend in person).
 - c. The classroom sessions will be recorded and uploaded to Moodle. The camera will only show the board. Students may turn off their video in Zoom if they don't want to be in the video. Please see the statement above or in Moodle regarding recording in the state of Pennsylvania.

11. To-do:

- a. Read Syllabus and Course Policies.
- b. Guidelines for Discussion.
- c. Install Chrome.
- d. Login to Scratch.
- e. ***Simply Read/Watch*** the page: <https://pages.github.com/>