Code Dojo

Dojo - "A place for training".

Trendy term for a useful environment in which to tackle coding tasks. Otherwise unrelated to Japanese culture.

http://ntoll.org/article/how-to-run-an-awesome-code-dojo

http://www.meetup.com/London-Code-Dojo/

http://leedscodedojo.github.io/

Live-coding as a **group**: two people at the front (**hands** and **brain**) coding, prompted by observers.

Your Small Group Tutorials will be run as Code Dojos.

Contrasts the `**pen and paper**' style of a typical SGT.

99% Student run. Your TA is now only there to help things run smoothly, and to offer hints when needed.

These sessions are **not** examined, but attendance is **monitored**.

WHY IS THIS A GOOD IDEA?

Aim to provide you with another opportunity to practise coding in a **structured** environment.

The aim is **not** to put you on the spot, but instead to **use** what you know so far, and your thought processes, as a positive **example** to others.

We want to encourage you to **face** coding challenges, not to shy away from them, in a **comfortable** and **friendly** environment. This will ultimately improve your coding ability, and improve your performance in the module. Push yourselves!

Short busts of **pair** activity in front of the group, never alone; an emphasis on collective effort.

Googling and asking questions of those who are not currently leading the session is **encouraged**. There's no harm in not knowing something, or being wrong.

No requirement to **finish** the task set, or to stick closely to the brief, just see where the session takes you.

A coding practice (along with pair-programming and your involvement in hackathons) that you can mention to future **employers**.

The only true way to learn how to code is by **doing it.**

1. You will be given a task to work through in the SGT.

   Often, these tasks will be flexible, or simply present you with an end product (e.g. an implemented GUI) in order to encourage you to agree on the bounds of the task as a group.

2. In the tutorial room, there will be a computer and a projector set up at the front of the class to be used during the session.

3. The TA will nominate **two** students from the class to come to the front of the class (Student A and Student B).

4. **Student A** is the **hands** and will stand at the keyboard.

5. **Student B** is the **brain** and will instruct Student A on how to start the work.

6. Student A can discuss with Student B, but all the ideas should originate from Student B.

7 Five minutes later, **Student A** will sit down.

8 **Student B** will then become the hands, and the TA will select a third student, **Student C**, to become the new brain.

9 **Student C** will instruct **Student B** on how to continue with the solution that was started by Student B and Student A.

10 Five minutes later, **Student B** will sit down, and **Student C** will become the hands, with a new student, **Student D**, becoming the new brain, and so on until the end of the session.