*2022-2023*

**OSU Supplemental Instruction Session Planning Form**

SI Leader: \_\_\_\_\_Thomas Morton\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Week of Semester:\_\_\_\_\_\_\_\_2\_\_\_\_\_\_\_\_\_\_\_

Course: \_\_\_\_\_CS 1113\_\_\_\_\_\_\_\_\_\_\_ Instructor: \_\_\_\_\_\_Dr. Crick\_\_\_\_\_\_\_\_\_\_

Session Objectives

1. Students will be able to identify essential components of a Java program.

2. Students will be able to spot errors in simple Java programs and understand why they occur

3. Students will be able to create a simple Java program that outputs a message containing integers and strings.

Professor Meeting Notes:

Dr. Crick mentioned that engagement is a large hurdle with asynchronous courses. So, getting students familiar with one another and comfortable expressing their knowledge will be essential. Specific areas of focus for this session should be over the structure of Java programs and the necessity for proper formatting and attention to detail when writing programs.

Opening/Introductory Activity

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| Activity Name:  Facts from a Hat  (or Box) | Session Objective(s) Met:  Objective 1: Essentials of whitespace in programs. | Time Allotted:  10 minutes | Materials Needed:  Strips of paper  A hat (or box) | Targeted Learning Style(s):  Audial  Visual  Kinesthetic | Bloom’s Levels Used:  Analyzing  Applying  Understanding |
| Explanation/Notes:  Each participant (including myself) will write their name and one interesting fact about themselves on a slip of paper without using any spacing between words, and then place it into a hat (or box). Afterwards, each person will draw a slip at random and attempt to read it, and the original author of the slip of paper will introduce themselves and clarify what was written. | | | | | |

Main Session Activity 1

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| Activity Name:  Group Trivia | Session Objective(s) Met:  Objective 1: Essential components of a Java Program | Time Allotted:  15 minutes | Materials Needed:  2+ buzzers  Candy for prizes | Targeted Learning Style(s):  Audial  Kinesthetic | Bloom’s Levels Used:  Remembering |
| Explanation/Notes:  Students will be separated into teams of 4-5 to play a family feud-esque style trivia where they earn points for remembering the key parts of a Java program. Topics will cover reserved words used to frame a Java program, symbols, operators, and input/output statements. Candy prizes go to the top 1-2 groups depending on the number of groups. | | | | | |

Main Session Activity 2

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| Activity Name:  “Spot the Bug” | Session Objective(s) Met:  Objectives 1 & 2: Essential components and common errors in simple Java programs. | Time Allotted:  10 minutes | Materials Needed:  Some faulty programs  Candy incentive for thorough answers | Targeted Learning Style(s):  Audial  Visual | Bloom’s Levels Used:  Evaluating  Analyzing  Understanding |
| Explanation/Notes:  Participants will be shown several faulty Java programs containing numerous bugs and then asked spot the bugs, if any, and their fixes. Candy will be given to participants who not only spot a bug but explain the type of error the bug will generate. | | | | | |

Closing Activity

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| Activity Name:  “Group Code” | Session Objective(s) Met:  Objectives 1, 2 & 3:  Students will have written a functional program, with proper attention to detail. | Time Allotted:  15 minutes | Materials Needed:  Pencil  Paper  Candy incentive | Targeted Learning Style(s):  Visual  Kinesthetic | Bloom’s Levels Used:  Creating  Evaluating  Analyzing  Applying |
| Explanation/Notes:  Participants will be split into groups of 4-5 and asked to write a simple Java program by passing the paper around and putting one line per person until the program is finished. The program will print out a month and its number of days, from January to July, with each month printed on a new line of the command prompt.  The fastest group with the correct solution gets a candy prize. | | | | | |

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| Plan for extra activity:  KWL:  Each person will be asked to share something they know, want to know, or have learned about Java in their first week of class. | Extra notes: |