*2022-2023*

**OSU Supplemental Instruction Session Planning Form**

SI Leader: \_\_\_\_\_\_Thomas Morton\_\_\_\_\_\_\_\_ Week of Semester:\_\_\_\_\_\_\_\_\_4\_\_\_\_\_\_\_\_

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

Session Objectives

1.Students will be able to create descriptive and concise identifiers for variables, objects and methods.

2. Students will understand how to create and use a Scanner object to retrieve user input.

3. Students will understand the concept of declaration and instantiation, and how these concepts are applied when writing code.

Professor Meeting Notes:

Dr. Crick expressed that I should focus on covering declaration and instantiation along with properly labelling the variables we declare. Other focal points should include a brief introduction to primitive data types, which can be mentioned while discussing objective 3.

In addition, a brief review of the types of scanner methods was advised.

Opening/Introductory Activity

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| Activity Name:  “Two Lies and a Truth” | Session Objective(s) Met:  Objective 2 | Time Allotted:  5 minutes | Materials Needed:  None | Targeted Learning Style(s):  Audial | Bloom’s Levels Used:  Analyzing  Applying  Understanding  Remembering |
| Explanation/Notes:  Participants will be presented 5 questions with only one correct answer, one potentially correct answer, and one outright falsehood for absurdities’ sake. Questions will focus on what the Scanner object can do for accepting user input. | | | | | |

Main Session Activity 1

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| Activity Name:  “’Add’ Libs” | Session Objective(s) Met:  Objectives 1 and 3 | Time Allotted:  20 minutes | Materials Needed:  Pen/paper  Or  Google Doc | Targeted Learning Style(s):  Audial  Visual  Kinesthetic | Bloom’s Levels Used:  Creating  Evaluating  Analyzing  Applying  Understanding  Remembering |
| Explanation/Notes:  Participants will each write a 3-sentence short story, replacing all nouns and quantities with a generic name that acts as an identifier for that noun or quantity.  Afterwards, each participant will read off another participant’s short story, ad-libbing a name or quantity for their stories’ identifiers.  Time will be allotted at the end to discuss strategies that make quantifiers effective, concise, and intuitive for ourselves and other developers. | | | | | |

Main Session Activity 2

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| Activity Name:  “Around the World”: Ladder Edition | Session Objective(s) Met:  Objectives 1, 2, & 3 | Time Allotted:  20 minutes | Materials Needed:  Chalk & Chalkboard  One Buzzer  Zoom Whiteboard  (Virtual only) | Targeted Learning Style(s):  Audial  Visual  Kinesthetic | Bloom’s Levels Used:  Creating  Evaluating  Analyzing  Applying  Understanding  Remembering |
| Explanation/Notes:  Using a scoring system of one point per correct answer, students will compete 1 vs 1 in a game of trivia. The participant who answers quickest and correctly gets one point and moves to the next round. The other participant takes a seat until their next turn and a new contender takes the stage. First place gets candy and bragging rights. | | | | | |

Closing Activity

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| Activity Name:  K W L | Session Objective(s) Met:  Objectives 1, 2, & 3 | Time Allotted:  5+ minutes | Materials Needed:  None | Targeted Learning Style(s):  Audial | Bloom’s Levels Used:  Analyzing  Applying  Understanding  Remembering |
| Explanation/Notes:  Each participant will be asked to share a concept the know, want to know, or have learned over the session and last few weeks of class. Topics “want to know” will be redirected for other participants to answer when possible. Discussion of learned and known topics will be encouraged. | | | | | |

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| Plan for extra activity:  “Predict the Next Lecture Topic”  Participants will be asked to predict what may come in the next week’s lectures/sessions. Discussion will be encouraged over how this material may factor into their overall abilities and development as programmers. | Extra notes: |