*2022-2023*

**OSU Supplemental Instruction Session Planning Form**

SI Leader: \_\_\_\_\_\_Thomas Morton\_\_\_\_\_\_ Week of Semester:\_\_\_\_\_\_\_\_\_\_9\_\_\_\_\_\_\_\_\_\_\_

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

Session Objectives

1. Students will review strings and primitive data types and how to read in/write out to these data types.

2. Students will review the different types of branching statements and their use cases.

3. Students will review the different types of loops and their use cases.

Professor Meeting Notes:

Dr Crick and I discussed how an understanding of the close relationship between loops and arrays are a fundamental aspect of coding. While the lecture videos covering arrays will not be released until next week (this week of session), Dr. Crick agreed that it would be a good time to review concepts covered in class up to this point. With this, I have planned this session to be a review before we jump into discussing arrays next week.

Opening/Introductory Activity

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| Activity Name:  Sticky Note Outline – Read / Write Data  (Creative name right? /s) | Session Objective(s) Met:  Objective 1 | Time Allotted:  10 minutes | Materials Needed:  Sticky notes  Large whiteboard/  chalkboard | Targeted Learning Style(s):  Audial  Visual  Kinesthetic | Bloom’s Levels Used:  Creating  Evaluating  Analyzing  Applying  Understanding  Remembering |
| Explanation/Notes:  Participants will take turns placing sticky notes with predefined terms on the board with the goal of writing a functional program that reads in primitive data types and strings.  Participants will state one fact about the term listed on the note they place onto the board or other ways this term can be used in writing a program. | | | | | |

Main Session Activity 1

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| Activity Name:  Jeopardy | Session Objective(s) Met:  Objectives 1, 2, & 3 | Time Allotted:  30 minutes | Materials Needed:  Candy for winner and runner up  2-3 Buzzers  (If more are needed, participants will have to run to the buzzer) | Targeted Learning Style(s):  Audial  Visual  Kinesthetic | Bloom’s Levels Used:  Creating  Evaluating  Analyzing  Applying  Understanding  Remembering |
| Explanation/Notes:  Participants will play a game of Jeopardy!  Questions will cover all topics from class up until this week, with a special focus paid to branching statements, looping statements, data types, and string operations. Candy prizes will be offered to the winning contestant, with a smaller candy prize given as a consolation to the runner up. | | | | | |

Main Session Activity 2

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| Activity Name:  (Jeopardy Continued) | Session Objective(s) Met: | Time Allotted: | Materials Needed: | Targeted Learning Style(s): | Bloom’s Levels Used: |
| Explanation/Notes: | | | | | |

Closing Activity

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| --- | --- | --- | --- | --- | --- |
| Activity Name:  Predict Test Questions | Session Objective(s) Met:  Objectives 1, 2, & 3 + | Time Allotted:  10 minutes | Materials Needed:  None | Targeted Learning Style(s):  Audial | Bloom’s Levels Used:  Applying  Understanding  Remembering |
| Explanation/Notes:  Participants will be asked to come up with a test question using any of the information covered in class up to this point. This question will be directed to another participant to answer, then that participant will come up with another test question.  Activity will be repeated until time allotted has passed, and potentially longer if Jeopardy runs short. | | | | | |

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| Plan for extra activity:  Predict the Next Lecture Topic:  Because the class is now starting their final projects, participants will be asked to predict upcoming topics that will potentially help them in completing their final project.  Lecture material is not time-gated in this class, so if there are any questions over upcoming topics, other participants will be asked to describe their understanding of these topics so far.  Afterwards, the SI leader will give a very general overview of what to expect from these topics. | Extra notes: |