Slither your way to Coding with Morgan: Part 2!

Morgan Wixted, UF

3 Hour Classes, Ages 10+ only

10 student MAX in a class

**Syllabus:**

* Ice breaker
* Overview of concepts that will be used for each project, distribute notes
* Intros to each project
* Project 1: ColorWall
  + Learning objective:
    - Functions and classes
    - Dictionaries and for loops
* Creative break
* Project 2: Snakes with Pygame
  + Learning objective:
    - Pygame and how to use it
    - Make a character do an action
    - Manipulate sounds and images
* Can do a Q&A session, show other applications of Python, play with makey-makeys
* Project 3: Python and Matplotlib
  + Learning objective:
    - Read data from a file
    - Plot, analyze, and generate graphs from data
* Each student will leave with:
  + All notes given to them
  + 3 completed projects on flash drives
  + Access to the Google drive account for notes and other class materials