

# *Quick* Intro in Coding/Programming in the Classroom

Cameras on  
please!



University of Ottawa Faculty of Ed,  
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Peter Beens

[@pbeens](mailto:pbeens) | [pbeens@gmail.com](mailto:pbeens@gmail.com) | <https://peter.beens.ca/>

<http://bit.ly/coding-in-classroom>

# Waterfall Chat

...the “waterfall” strategy is when the teacher poses a question, and students type their answer in the chat, but they do not submit their answer until the teacher prompts everyone to hit enter at the same time, resulting in a cascade of student answers in the chat. [[source](#)]

# Waterfall Chat Activity

Type your response in the chat window but do not hit Enter until you are told to!

What divisions and/or subjects are you being qualified to teach?

# Waterfall Chat Activity

Type your response in the chat window but do not hit Enter until you are told to!

How experienced would you say you are at coding/programming?

(# responses only)

- 1) What's coding?
- 2) A little
- 3) A fair bit
- 4) I'm an expert!

# Waterfall Chat Activity

Type your response in the chat window but do not hit Enter until you are told to!

Briefly describe your coding experience (e.g., Scratch, Python, Micro:bits, Ozobots, etc.)

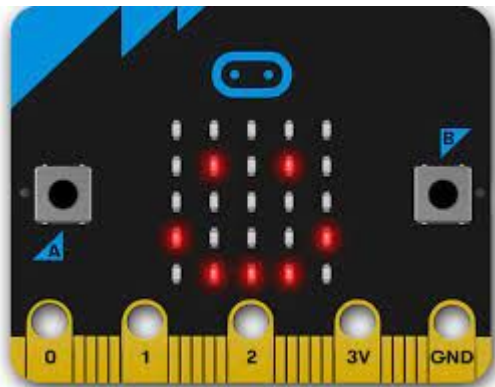
# What is Programming?

Programming is a way to instruct the computer to perform various tasks.

# But What Is a Computer?!!

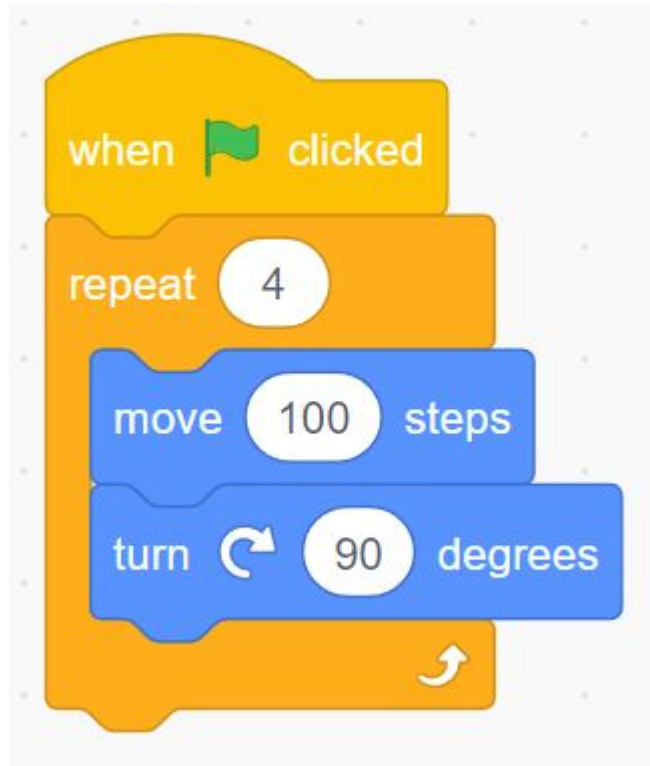
A computer is an electronic device that manipulates information, or data. It has the ability to store, retrieve, and process data.

[[Source](#)]





# Block-based vs Text-based Programming



```
import turtle
```

```
t = turtle.Pen()
```

```
for i in range(0, 4):  
    t.forward(250)  
    t.right(90)
```

# Why Is It Important to Learn How to Code?

- Programming helps children learn to problem-solve
- Computer programming gives kids a challenge and helps them develop resilience
- Coding teaches children how to think
- A child expands their creativity when they learn how to code
- Computer programming is the future
- There is a lack of skills in the software industry
- Coding helps children learn how to have fun with math
- Coding is learning while having fun

[[Source](#)]

# What Is Computational Thinking?

Computers can be used to help us solve problems. However, before a problem can be tackled, the problem itself and the ways in which it could be solved need to be understood.

Computational thinking allows us to:

- take a complex problem,
- understand what the problem is and
- develop possible solutions.

We can then present these solutions in a way that a computer, a human, or both, can understand.

[\[Source\]](#)

# The Four Cornerstones of Computational Thinking

- decomposition - breaking down a complex problem or system into smaller, more manageable parts
- pattern recognition – looking for similarities among and within problems
- abstraction – focusing on the important information only, ignoring irrelevant detail
- algorithms - developing a step-by-step solution to the problem, or the rules to follow to solve the problem

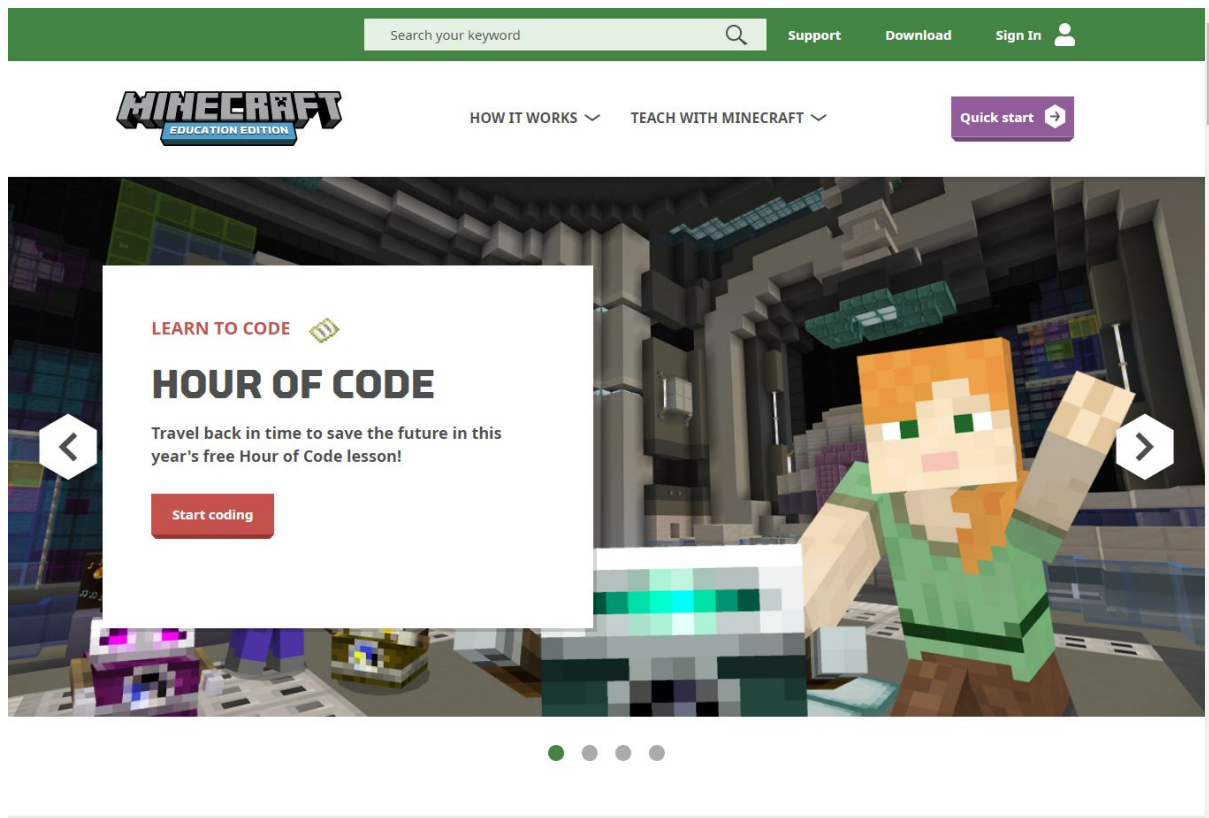
Each cornerstone is as important as the others. They are like legs on a table - if one leg is missing, the table will probably collapse. Correctly applying all four techniques will help when programming a computer.

[\[Source\]](#)

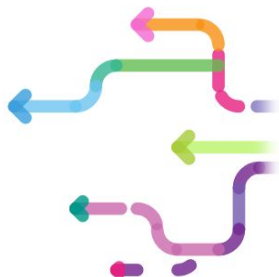
# My Plea!

Apply the concepts of Computational Thinking to as many of your coding/programming activities as possible.

# Minecraft Education



<https://education.minecraft.net/fr-fr/homepage>



The Hour of Code is coming.

## Celebrate computer science everywhere!

[Join us](#)[Try it](#)

Every student in every school should have the opportunity to learn computer science

## 60M

students on Code.org

## 27M

of our students are young women

## 171M

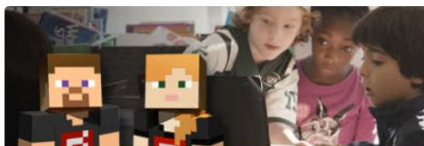
projects created on Code.org

## 2M

teachers use Code.org

## 50

All 50 states support computer science



### Learn at Home

These resources make it easy

[Do an Hour of Code](#)[Try an Express Course](#)

### Students

Explore our courses

[Try Code Studio](#)[Find a local class](#)

### Educators

Teach your students

[Elementary school](#)[Middle school](#)

### Get involved

Support diversity

Screenshot saved  
click to view

[See the stats](#)[Bring CS to your school](#)

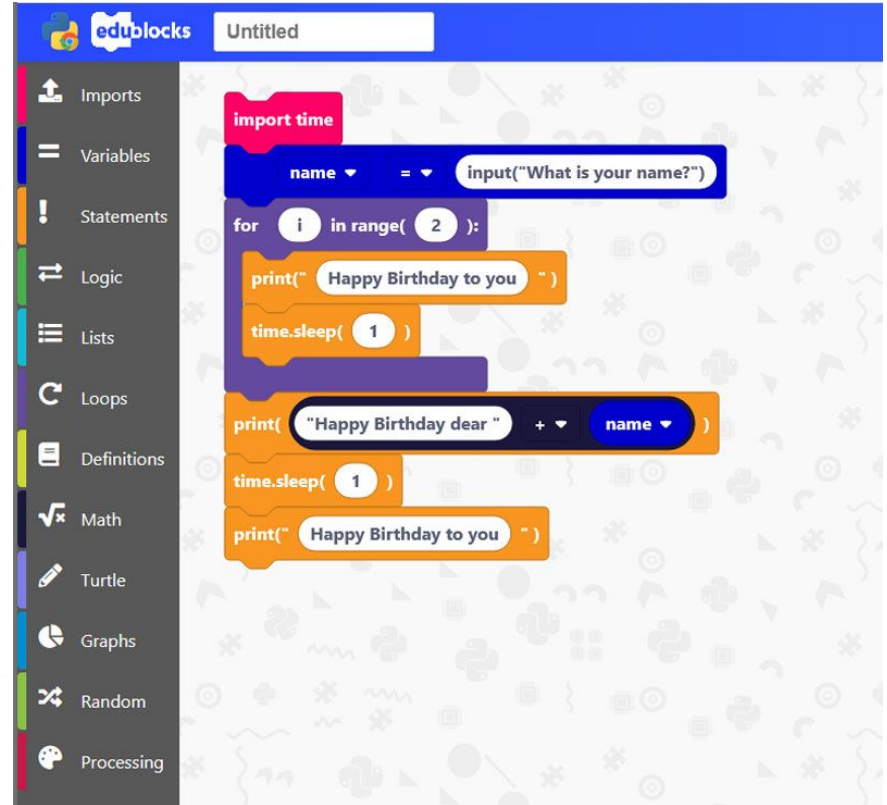
# Where to Learn Python?

- <https://cscircles.cemc.uwaterloo.ca/>
- <http://snakify.org.testednet.com/>
- <https://groklearning.com/hoc/activity/animal-classifier/>
- <https://developers.google.com/edu/python>
- <https://www.py4e.com/>
- <https://www.codecademy.com/learn/learn-python-3/>
- <https://snakify.org/en/>



# Block-based Python

<https://staging.edublocks.org/>



[\[Image Source\]](#)

# Jupyter Notebook Options

- Online:
  - [Callysto](#) | [Teacher Starter Kit](#) | [Online Courses](#)
  - [Google Colab](#) | [Math in Python for Grade 8/9](#) | [Colab for Math Educators](#) (courtesy Karen Spindler)
  - [Jupyter.org](#)
- Offline:
  - [Anaconda](#)

# Quick Colab Demo

<http://bit.ly/math-python-notebook-colab>

# ACSE Mail List

Association for Computer Studies Educators

<https://acse.net/mail-list/>