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| Name of article | Content (useful content) | Link |
| Exploring didactic models for programming (1998) | Explores 3 didactic models for teaching programming:  -Semiotic ladder  -Cognitive objectives taxonomy  -Problem solving approach  Contains interviews of teachers | [Link](https://citeseerx.ist.psu.edu/document?repid=rep1&type=pdf&doi=f5955ef9e44ea4b68da1ea315920021eeed5d55b) |
| A model for teaching an introductory programming course using ADRI | -Explores learning difficulty in introductory programming courses using the didactic triangle  -Survey conducted with students and instructors to identify what proves difficult in the course  -An ADRI based approach to address the problems in the teaching and learning process. | [Link](https://link.springer.com/article/10.1007/s10639-016-9474-0) |