Day 1 Lesson Plan

Start: Introduction Video (6 mins)

Activity 1: Basic Java Syntax Patterns

1 hour

- Give Java Cheatsheet[1]
- Have student analyze provided code for standard patterns
- Q/A

Activity 2: Java Classes

1 hour

- Combine Java POGIL activities 11, 12 (class design, constructors)
- Questions/Review

Activity 3: Introduction to IntelliJ

45 mins?

- Code up example from activity 2

Lunch

- Get Lunch
- Watch part of videos for Tuesday
- Clean Code-Remake (54m)[2]

Activity 4: Scope, different kinds of variables

1 hour

- POGIL activity 13 (scope)
- Questions/Review

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[1]../cheatsheets/javaBasics.html
[2]videos/01-clean_code.html

Activity 5: IntelliJ practice

30 mins

- Code up example from Activity 4

Activity 6: Coding Exercise

1 hour

- Have students create GitHub logins if they do not yet have one.

- Write program to read and process list of GPAs.

- See programming activity 1[3]

- Make sure students commit at the end of the day.

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[3]../activities/programmingActivity1.html