Day 1 Lesson Plan

Start: Introduction Video (6 mins)

Activity 1: Basic Java Syntax

1 hour

- Brief intro to classes and objects[1]
- Handout:
  - Java Language Overview[2]
  - code example[3]
- To Do: Add questions to javaBasicSyntax.md [TW]
- Q/A

Activity 2: Introduction to IntelliJ

30 mins

- Activity 2: Start on IntelliJ with the palindrome example[4]

Activity 3: Scope, different kinds of variables

1 hour

- Designing a class for a circle (assuming a point class).
- Questions/Review

Lunch

- Get Lunch
- Watch part of videos for Tuesday
- Clean Code-Remake (54m)[5]

[1] ../activities/activity1warmup.html
[2] ../cheatsheets/javaBasics.html
[3] ../activities/javaBasicSyntax.html
[4] ../activities/activity2palindrome.html
[5] videos/01-clean_code.html

Activity 4: IntelliJ practice

30 mins

- Code up example from Activity 3

Activity 5: 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[6]
- Make sure students commit at the end of the day.

[6] ../activities/programmingActivity1.html