1. Coursera : Introduction to interactive programming in python

<https://class.coursera.org/interactivepython1-002/wiki/syllabus>

* 1. Part I
  2. Part II

| **Part** | **Week** | **Topics** | **Mini-project** |
| --- | --- | --- | --- |
| 1 | 0 | Statements, expressions, variables | --- |
| 1 | 1 | Functions, logic, conditionals | "Rock-Paper-Scissors-Lizard-Spock" game |
| 1 | 2 | Event-driven programming, local and global variables, buttons and input fields | "Guess the Number" game |
| 1 | 3 | The canvas, static drawing, timers, interactive drawing | Stopwatch: The Game |
| 1 | 4 | Lists, keyboard input, motion, positional/velocity control | "Pong" game |
| 2 | 5 | Mouse input, more lists, dictionaries, images | "Memory" game |
| 2 | 6 | Classes, tiled images | "Blackjack" game |
| 2 | 7 | Acceleration and friction, spaceship class, sprite class, sound | Spaceship from "RiceRocks" game |
| 2 | 8 | Sets, groups of sprites, collisions, sprite animation | Full "RiceRocks" game |

1. Intro to python at code academy
   1. <http://www.codecademy.com/courses/python-beginner-en-kSQwt/0/1>
   2. <http://www.codecademy.com/courses/python-intermediate-en-7mgOa/0/1>