# Workshop 1

Aims:

* Students understand how to run code on the Picos.
* Students understand how to edit code in Thonny.
* Students understand how to call functions with and without parameters.
* Students understand the concept of an image being made up of pixels.
* Students understand how the colour of a pixel is determined by RGB values.

## Activity 1

Students are shown some code that draws a red square (where most of this is abstracted away as in the SSF) we talk through the lines of code explaining what it does. Students are then shown (and given) some code that draws a blue circle and are asked to predict what it does and then run it. Students are asked to edit the code to change the shape/colour/location of the object. Get students to add spaces in to see what happens.

## Activity 2

Using the previous code as an example, students try to get the Pico to display a flag of their choice. Use this to talk about how an image is made up of pixels, and each pixel has a location and an RGB colour.

## Activity 3

Cycle through different flags every few seconds using a wait.

## Activity 4

Multiple choice quiz, where students are shown some code and asked which country it represents.

## Final activity

Some people bring Picos to the front and plug into power banks to show off flags.