README for Coding Club

I just wanted to state some background on running this club in 2022.

I liked coding and knew how useful it could be, however in the few coding classes I ever took I felt that I would get a rehash of basic computer logic. While I can come up with codes to say find prime numbers or the Fibonacci sequence, I always felt these classes failed to follow through and show how coding can be used to interfaced with innumerable functions for purposes such as automation, software development, data science, mechatronics, and so on. In an attempt to meet new people interested in coding, and learn more about coding, I joined the coding club in 2021. The club only had 2 or 3 consistent members, and none of us knew much about coding, but the faculty advisor I was with was willing to teach us and attempt to help us through a project. Unfortunately, the coding club did not really last that year. The next year the club has basically dissolved. In 2022 I decided to start it up again so I could hopefully continue to meet people and have an excuse to learn. In my time doing this, I decided to format the club as a class for the first few meetings, and used the teaching tool Scratch to teach basic coding logic. I did this so I could quickly get people up to speed in what coding is who wasn’t very aware. Scratch also gets you very quick and tangible progress which would entice people to keep learning more. My goal for the first semester was to teach members about what they would need to make a video game in Scratch, and use GitHub to coordinate a collaborative project. From there we would move on to doing coding, but for the first semester I wanted to do something fun and accessible to establish a base of members. The first semester went great, but unfortunately the club base dissolved after the semester ended, and the next one began. The new schedule made it so the core base could not all meet at the same time, and with that it wasn’t possible to see the rest of the plan through.