Week 3: 19 June 2023

**Pre-course Preparation**

* Go through the slides and read the speaker notes to know what to present
* Go through the notes, worksheet and answer key to be familiar with the content
* Download the slides, notes, worksheets, answer key and python scripts on your laptop (there is no internet in the classroom that we will be using)
* Install Python 3.11 and ‘freegames’ package

### **Lesson plan:**

| **Time** | **Activity** | **Todo** |
| --- | --- | --- |
| **1500-1505 pm**  **(5 min)** | Welcome | * Brief on curriculum and learning objectives |
| **1505-1525 pm**  **(20 min)** | Functions | * Introduce functions * How to define, its purpose, why it is useful |
| **1525-1620 pm**  **(55 min)** | Snake Game | * Hand-held programming exercise * Students will create ‘Snake’ using Python (refer to **Appendix A** for sample) * Explain how functions can ‘interact’ with each other (output of function A becomes input of function B) |
| **1620-1630 pm**  **(10 min)** | Debrief | * Recap of what was covered today |

Freegames package:  [freegames - PyPI https://pypi.org › project › freegames](https://pypi.org/project/freegames/)

Tutorial link: [| How to create a Snake game using python | | AK python | - YouTube](https://www.youtube.com/watch?v=BKwnOOs0ml8)

### **Appendix A: Snake Game**

‘Snake’ Game: [| How to create a Snake game using python | | AK python | - YouTube](https://www.youtube.com/watch?v=BKwnOOs0ml8)

Sample Product of “Snake” Game:

