Week 4: 26 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

### **Lesson Plan:**

| **Time** | **Activity** | **Todo** |
| --- | --- | --- |
| **1500-1505 pm**  **(5 min)** | Welcome | * Brief on curriculum and learning objectives |
| **1505-1520 pm**  **(15 min)** | What is ASCII | * Briefly explain what ASCII is * Show some cool stuff made with ASCII |
| **1520-1610 pm**  **(50 min)** | ASCII Hangman | * Students will create ‘Hangman’ in Python (refer to **Appendix A** for sample) * Make use of ASCII to add graphics * Five stages of ASCII Hangman will be given |
| **1610-1625 pm**  **(15 min)** | Full Course Recap | * Short recap on what they have learned and made throughout the course * Give students link to Codecamp23’s GitHub Repo, so they can review course materials |
| **1625-1630 pm**  **(5 min)** | Present Certificates | * Present certificate of completion to students who have completed Codecamp |

### **APPENDIX A: Hangman Game**

Reference code for hangman:

[Projects/hangman.py at master · wynand1004/Projects (github.com)](https://github.com/wynand1004/Projects/blob/master/Hangman/hangman.py)

Sample Product of ‘Hangman’ Game:

