1.1 Intro to Software Development

Lesson Objectives

By the end of this lesson, you should know:

- What makes a great developer.
- What is a programming language and why do we need them.
- The difference between compiler, transpiler and interpreter.
- What is a software development environment.

By the end of this lesson, you should be able to:

- Install software development tools needed for the programme

Lesson Plan

Hour	Activity	
1 Hour	Class Discussion - Software Development	
	Instructor presentation, demo, walkthrough, lecture	
2 Hours	**Breakout Room 1** (PC Windows)	**Breakout Room 2** (macOS)
	Instructor Facilitation ● Software installation (Bash, NVM, GIT, VSCODE) ● Troubleshooting	
	Return to Main Room ● Part 5: Chrome Developer Tools ● Part 6: Self Studies Briefing	

Timings are estimates and can vary according to current class size and student profiles.

Class Discussion

- What are programming languages? Why do we have to use them?

- What is the difference between compiler, transpiler and interpreter?

- What is a software development environment? (bridging to lesson)

End of Lesson - Exit Ticket

Learners Reflection:

- What did you learn today?
- How is this useful to you?
- …

From 1 to 10, how would you rate your understanding of the material covered in today's lesson?

- Post your answers in the chat box