

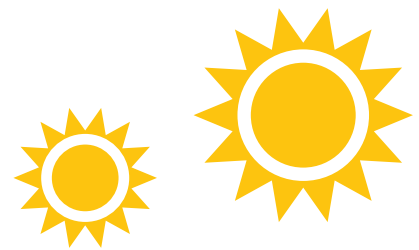
Introduction to Coding - Python

Key Concepts:

Python abstraction, variables, functions, recursion, object-oriented programming, higher-order functions & more

Class Time:

Group D
4:30 - 5:30



Problem-solving and coding has become an essential 21st century skill, and this hands-on, fun introductory course is for students with some to no prior exposure to computer science. **Through interactive lectures, mini-programs** every unit, and **guided projects**, students are empowered to utilize programming in **Python** to solve problems in many fields of study. Topics covered include but are not limited to abstraction, variables, functions, recursion, object-oriented programming, higher-order functions, and more. Students will code their own creative games in their projects, starting with Tic-Tac-Toe, Hangman, Mad Libs, etc. Rather than just teaching about how to use a single programming language, our goal is to teach **problem-solving through programming**, to think in terms of the problem, and to be able to apply these problems to any language.