

C-START Basic and Intermediate Python Training Preparation

STOP. If you have not filled out the pre-survey, please do that now. Look for an email with the subject line: "C-START Training PRE-Survey"

New to Coding? We recommend doing hour of code first: <https://hourofcode.com/us>

The following table outlines the preparation program for the C-START Python workshop (Basic & Intermediate Python). Please complete all activities and exercises prior to the first day of the program. Fill in the Notes/Comments section for your benefit with reminders or questions that you would like to ask at training. Be sure that you have a working knowledge of all objectives in the "What to Take Away" column prior to the workshop. This sheet will not be collected or evaluated in any way. Click the link below to get started.

http://interactivepython.org/runestone/default/user/login?_next=http://interactivepython.org/runestone/static/TeacherCSP/index.html

You will need to create an account to save your progress. If you hit road blocks, get stuck or have questions while working through the assignments, feel free to contact Shelly Konopka at mkonopka@mymail.mines.edu

Interactive Python			
	Chapter	What to Take Away	Notes/Comments
<input type="checkbox"/>	1. What is this Book About?	How to store and access info in a variable	
<input type="checkbox"/>	2. What can Computers Do	Understand what kind of problems computers can solve	
<input type="checkbox"/>	3. Names for Numbers	Basic arithmetic operations	
<input type="checkbox"/>	4. Names for Strings	Concatenation, How to print different kinds of variables	
<input type="checkbox"/>	5. Names for Turtles	What objects are, how to call an object's functions	
<input type="checkbox"/>	6. Computers can Name Anything	How to create a function, Using functions in your program	
<input type="checkbox"/>	7. Computers can Repeat Steps	What a List is, How computers can simplify repetition	
<input type="checkbox"/>	8. While and For Loops	The difference between For and While loops	

<input type="checkbox"/>	9. Repeating Steps with Strings		
<input type="checkbox"/>	10. Repeating Steps with Turtles		
<input type="checkbox"/>	11. Repeating Steps with Images		
<input type="checkbox"/>	12. A Computer can Make Decisions	Conditional Statements (=, !=, <...)	
<input type="checkbox"/>	13. Using Decisions with Strings	When to use if and elif statements	
<input type="checkbox"/>	14. Using Decisions with Turtles		
<input type="checkbox"/>	15. Using Decisions with Images		
<input type="checkbox"/>	16. Working with Collections	More knowledge on Lists, How to use a For Each loop <i>Skip if not attending Day 3</i>	
<input type="checkbox"/>	17. Getting Pieces out of Strings and Lists	Accessing elements of Lists and Strings <i>Skip if not attending Day 3</i>	
<input type="checkbox"/>	18. Working with Data on the Web	Reading in Files <i>Skip if not attending Day 3</i>	
<input type="checkbox"/>	19. Computer Abilities Summary	(Completing the Post Exam is great practice to wrap things up!)	