INTERACTIVE WORKSHEETS AND CODE-ALONGS FOR INTRODUCTORY PYTHON PROGRAMMING

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PYTHON PROGRAMMING (MATHI199)

- MSc course, aimed at students with no previous programming experience
- On completion of this course, the student will be able to:
 - **Design** and **implement** Python programs to solve a range of mathematical problems.
 - Select and use appropriate libraries and data structures to perform computational analyses in Python; consult the relevant documentation.
 - **Review** a Python program to explain the underlying logic, identify and fix bugs, and suggest improvements to structure and style.
 - **Collaborate** with peers on programming tasks, using **suitable tools**.
 - Use Python to carry out investigations on data and extract key insights; display and discuss results in a well-presented report.

GUIDING PRINCIPLES IN COURSE DESIGN

- Embed "good practice" and professional workflows into the course (reaping the pedagogical benefits!)
- Help students become confident, independent programmers
- Practice, practice, practice!

THE COURSE MATERIALS

- All course notes are Jupyter notebooks. Every example is runnable and editable.
- The material in the notes is also covered in a video (UD give students multiple media to engage with the material)
- Exercises all along, solutions released at the end of the week. Practice is key!

CODE-ALONG LECTURES

- I-hour lecture each week (on Zoom this year, in a theatre next year?)
- Review of the previous week's material through worked examples.
- Instructor starts from zero with a problem to solve.
- Thinking aloud, scribbling, coding, making mistakes, googling things...
- Students participate through Zoom chat.

THOUGHTS FOR NEXT YEAR

- Worksheets seem to work very well!
 - Make them available as HTML
 - Introduce automatic testing for immediate feedback?
- Code-along lecture: how to do this successfully as an interactive flipped lecture in a theatre?