

Hi Christophe,

I thought you may be interested in the structure of my class:

10 mins: Icebreaker: students talk to person beside them, then introduce their new friend to the class. I also introduce myself.

10 mins: Administrative matters: I emphasise the difference between uni and high school culture - here, the student is responsible for reading email, checking website, reading study guide, submitting weekly prac exercise.

15 mins: Question 1 [What is Computer Science?]. Students discuss in small groups, then we have a class discussion.

I gave them the following quote to think about:

"Computer science is no more about computers than astronomy is about telescopes" (Dijkstra).

10 mins: I spend some time recalling the notion of algorithm, giving simple examples

20 mins: Question 2 [devise an algorithm to decide if a number is divisible by 3]. In small groups, the student address the question. We talk about different solutions. All are correct, yet different. I raise the issue of plagiarism in assignments (no two independently written assignments look identical).

35 mins: Question 3. [3 people: picker, guesser, writer. Picker chooses an integer between 1 and 10, guesser tries to discover the number as quickly as possible, writer writes down the algorithm] Students form groups of 3 and successively play the roles of picker, guesser, writer. Then exchange their roles. At the end, one student reports their best algorithm to the class

10 mins: For question 4, ask students to provide some values to test the program with, then ask why those values are chosen. This is how they should test their own assignments.