

## Proposed Plan for Computer Science INSET at Tollbar May, 2013

Programming Skill	Preparation before the INSET	Covered during the INSET	Potentially covered
Problem Solving		✓	
Opening IDLE	✓		
Running an existing program	✓		
Printing to the screen	✓	✓	
Storing an input	✓	✓	
Simple arithmetic operations	✓	✓	
String handling techniques		✓	
Variables and assignment		✓	
Data types		✓	
Importing modules		✓	
EasyGUI module			✓
Random module		✓	
Time module		✓	
Selection (if statements)		✓	
If - Else if - Else		✓	
Iteration (loops - while)		✓	
Iteration (loops - for)		✓	
Functions and Procedures		✓	
Turtle module		✓	
Lists (1D arrays)			✓
Regular expression module			✓
File handling			✓

# Preparation prior to the INSET

Completing the following tasks before the INSET will allow us to start a good couple of hours ahead of most introduction to programming courses.

It also means that complete novices and those with previous programming experience can start from a more level playing field.

## Task 1

Install Python 3 from <http://www.python.org/getit/> (the first bullet pointed link should do).

Once installed, launch IDLE, the Python editor.

Test by typing a couple of simple arithmetic statements:

```
Python 3.3.0 (v3.3.0:bd8
[GCC 4.2.1 (Apple Inc. b
Type "copyright", "credi
>>> 2+2
4
>>> 3*3
9
>>> 9/4
2.25
>>> 16-18
-2
>>> |
```

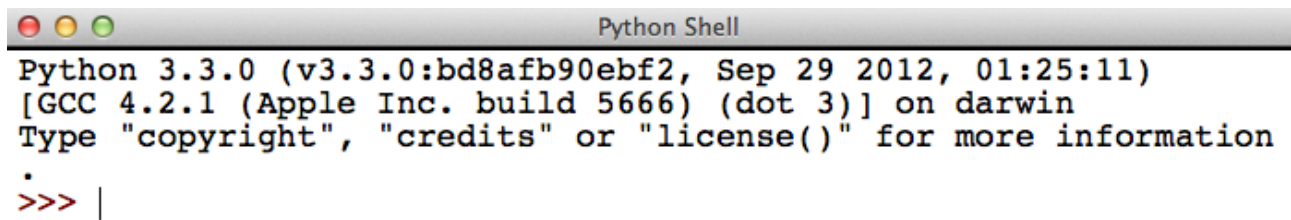
## Task 2

In Python, click **File >> Open** and choose the file **quiz.py** (attached by email).

A code window will open. Press **F5** or click **Run >> Run Module** to run the program.

### Task 3

Close any open IDLE windows so that only the **shell** window is open (the one that says **Python 3.3.0** or similar at the top).



```
Python 3.3.0 (v3.3.0:bd8afb90ebf2, Sep 29 2012, 01:25:11)
[GCC 4.2.1 (Apple Inc. build 5666) (dot 3)] on darwin
Type "copyright", "credits" or "license()" for more information
.>>> |
```

Press **CTRL-N** or click **File >> New** to create a new program window. Keep these two windows side-by-side.

In the empty code window write this line (colour coding should happen automatically):

```
print("Hello world!")
```

Save the file as **hello.py** and run it.

The shell window should display the phrase **Hello world!**

You can change the text inside the speech marks to say anything you want.

### Task 4

Create a new file and write the following lines of code:

```
name = input("What is your name? ")
print("Hello " + name)
```

Run the program and it should first ask for your name and then say **Hello** followed by whatever you typed in. Try experimenting by changing the text in speech marks and adding more text to the **print** command, e.g.

```
name = input("What is your name? ")
print("Hello " + name + ", how are you today?")
```

Also try changing the spacing inside the speech marks and outside the speech marks to see what difference it makes.

## Task 5

Open the file **numbers.py** and look at the code.

There are some bits here we don't want to get into just yet, but:

- The red lines starting with `#` are comments. These are for you, Python will ignore them
- The first two lines of code will ask for two numbers
- The next line of code will add them and store the answer
- The last line of code will print out the answer

Run the program and then follow the instructions in red to try different arithmetic functions.

## That's it!

We'll recap and explain a couple of those bits so you can see what's actually happening, but if you've got this far then you can write and execute simple computer programs.

# Proposed Plan

## Tuesday Morning

- Recap basic input and output from preparation materials
- String manipulation (concatenation)
- Concept of a variable
- Data types and casting
- Importing the time module and using `time.wait()`
- Importing the random module and using `random.randint()`

## Tuesday Afternoon

- Subject to technical requirements, importing and using the EasyGUI module
- Simple *if* statements, building up to *If then / else if / else* statements
- Problem solving and planning solutions to tasks
- Repeating code (while loops)

## Wednesday Morning

- Repeating code (for loops)
- Turtle module
- Functions and procedures (making use of for loops and the turtle module)
- More problem solving

## Wednesday Afternoon

TBD. Potentially:

- more programming (e.g. lists, file handling & regular expressions)
- looking at GCSE controlled assessment
- theory topics (e.g. binary conversion and boolean logic)