

Unit 1 Competency Demo, Version 1

1. In Fundamentals of Programming I taught functions as one of the last of the six fundamental concepts.
 - a. Why do you think I do that? What is the advantage of teaching it later in the sequence?
 - b. Many textbooks and faculty teach functions as one of the FIRST topics (typically right after the ideas of algorithms and data/variables). Make a case for why this is equally appropriate to what I did.

2. Consider the concept of selection statements.
 - a. Do you think this fundamental would be easier to teach in a block-based language (such as Scratch) or a text-based language (such as Python)? Why?
 - b. Give a specific example you could use to demonstrate this concept

3. Pick one of the "skills of programming" you and/or your team discussed in this unit. Identify and briefly explain that skill. Discuss an activity you could conduct with your students to attempt to teach/develop that skill.

4. Pick one of the difficulty issues that you and/or your team discussed in this unit. Identify and briefly explain that difficulty. Discuss an activity, lesson, suggestions, etc. that you could conduct with your students to attempt to teach them to overcome this difficulty.