

**Creating the Next Generation of Billionaires - Part II
(During the Pandemic Lockdown: Online Teaching and Learning in
Computer Programming for the Next Generation)**

EuroPython Talk 2020 (Online-Dublin)

CLNandi (Dr)

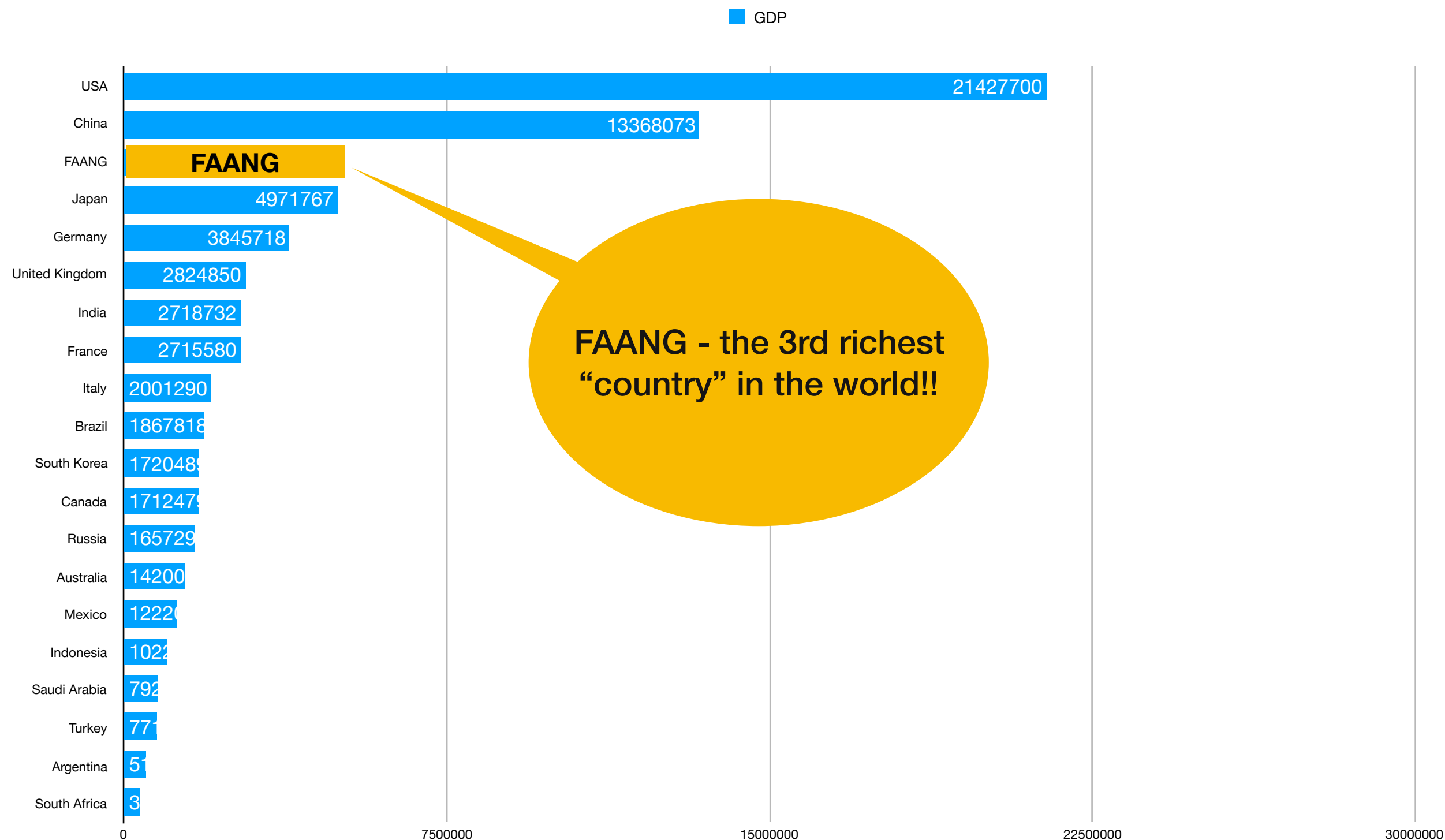
A Bit of Background

Computer Science is now regarded as one of the leading disciplines of the 21st century.

Computers are ubiquitous and prevalent in most, if not all, sectors in our global society - medicine, arts, sciences, commerce, etc.

Current Pandemic has highlighted to all of the world, the critical nature of computers/ technology and it is now recognised as critical infrastructure.

FAANGs' are the 3rd richest "nation" in the world!!



And it could occupy a seat in the G20!!

<https://countryeconomy.com/gdp>

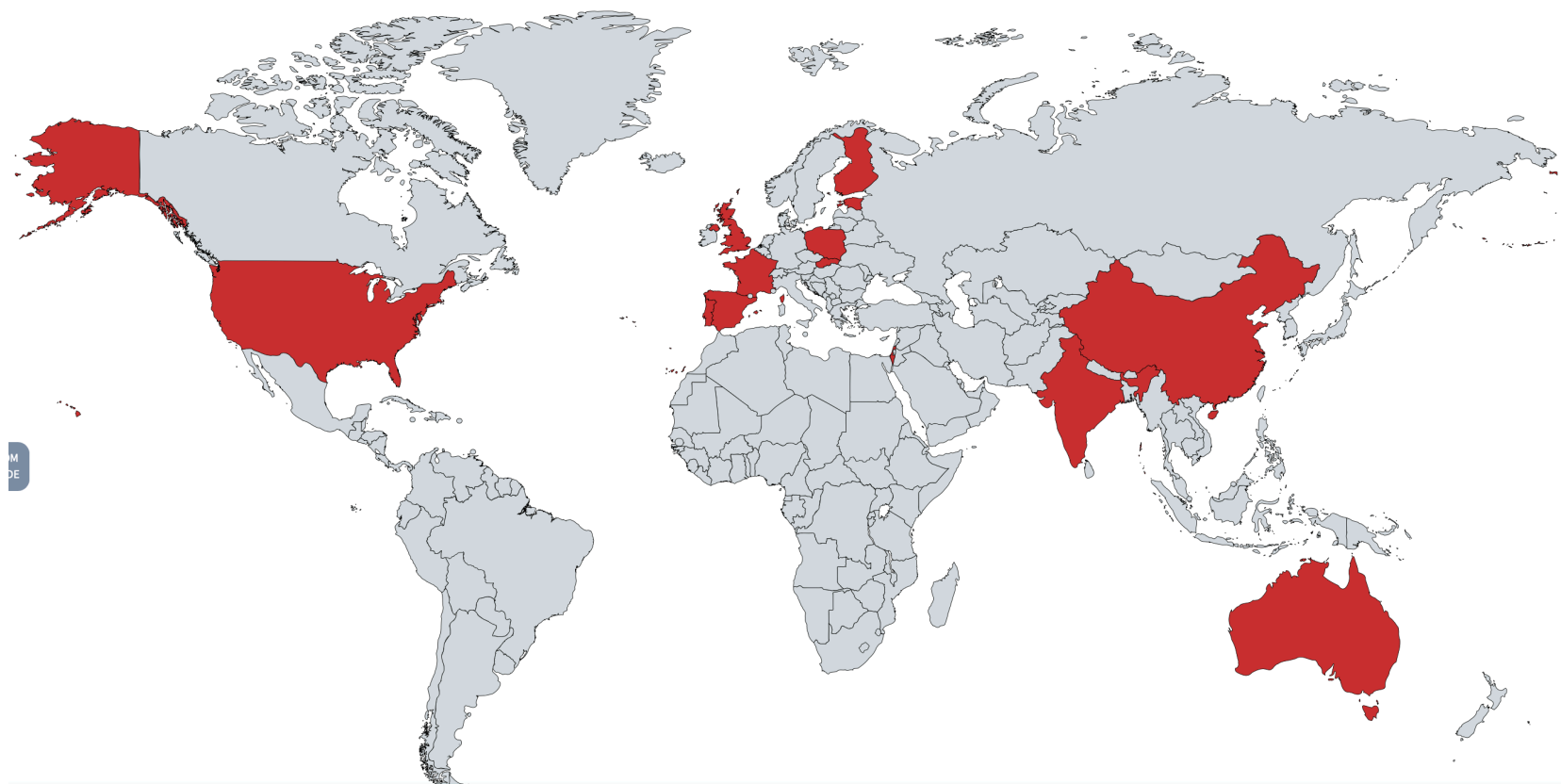
<https://finance.yahoo.com>

CLNandi (Dr)

A Bit of Background

Computer pRogramming has been dubbed the ‘4th R’ along with Reading, wRiting and aRithmetic.

Introducing to Children Worldwide from Kindergarten



<https://bulldogjob.com/news/82-how-computer-science-classes-are-conducted-around-the-world-5-key-conclusions>

<https://mapchart.net/world.html>

Challenges

“The subject is so young that teachers and curriculum designers have little pedagogical research to guide them”

(Economist)

The Task

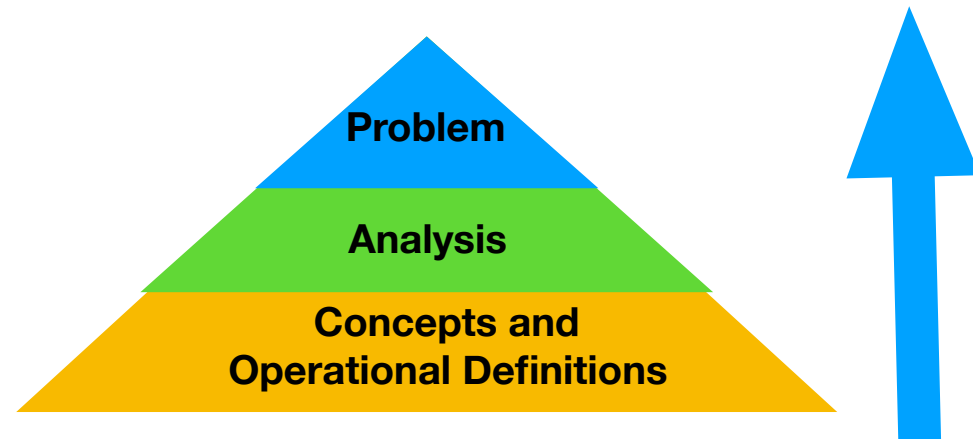
Introducing Computer Programming to High School Students (aged 11-18) in the UK.

With little collective experience of this sort of thing - devised my own framework.

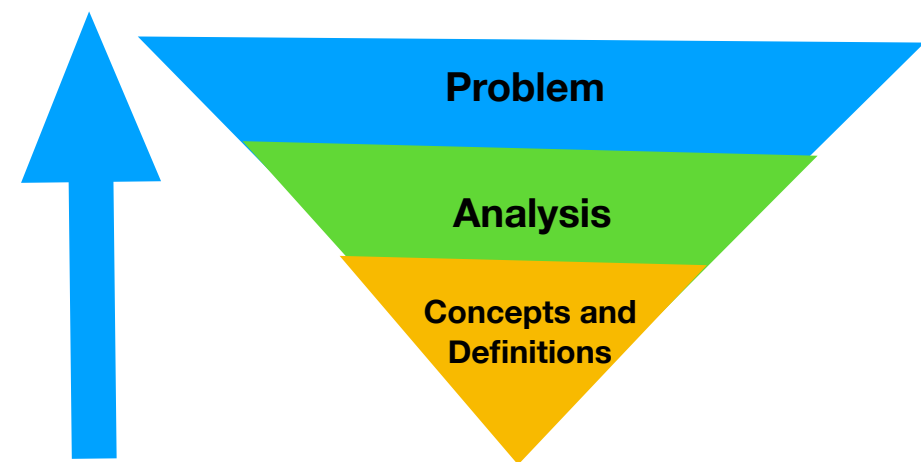
Framework

(1) Adopt a Bottom-Up Approach (as opposed to the ever popular Top-Down Approach Method of Teaching)

Bottom-Up Approach



Top-Down Approach



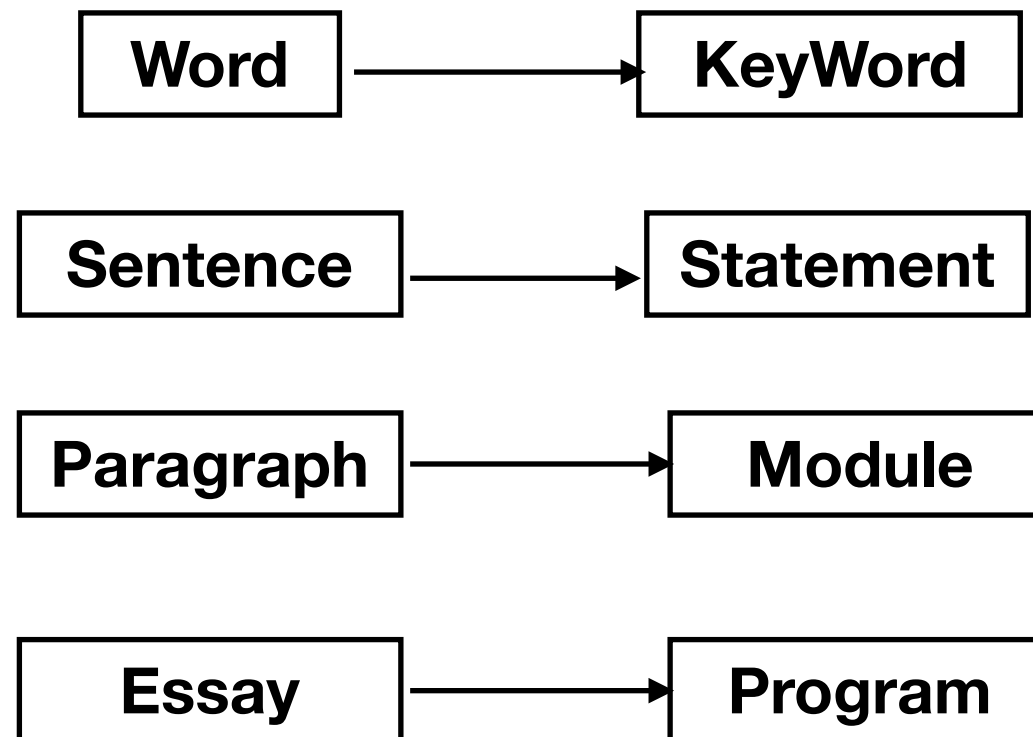
We found that children/young people/students embraced the Bottom-Up Approach.

Framework

(2) Treat the teaching/learning of Computer Programming Languages in a similar fashion to teaching/learning Human Programming Languages.

Human Languages

Computer Programming Languages

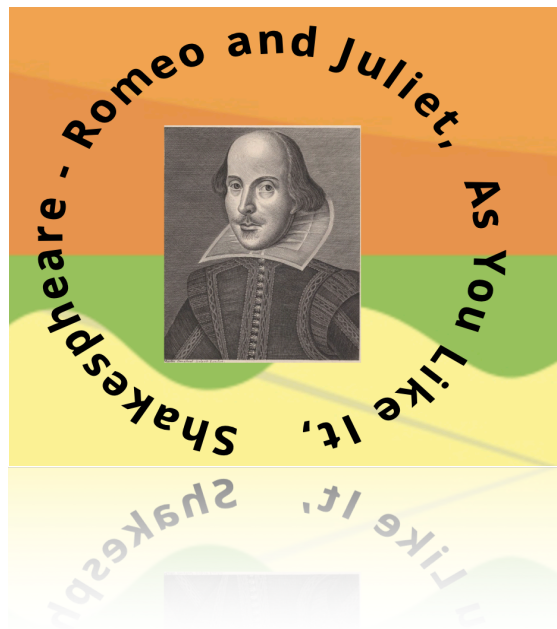


This approach is to strengthen the grammar and fundamental building blocks

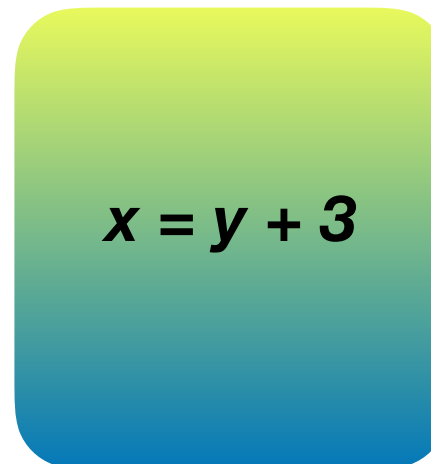
Framework

(3) Introduce Textual Programming Languages such as Python from the Very Beginning & as Early as Possible (as Opposed to Block-based Languages)

English



Maths



Geography



Children are accustomed to processing complex textual data in a proficient manner.

Positive Outcomes

(1) A good degree of success and enjoyment with this approach as per the output and the comments from both students and their parents.

(2) Year 7 students found Computer Programming easier than the Year 8 who found it easier than Year 9 who found it easier than Year 10 who found it easier than Year 11 - starting properly from the beginning is better.

(3) Introduce these concepts as young as possible.

(4) Students felt happier with this teacher-led approach rather than student-led approach or independent learning, at this beginning stage.

(5) The best students were the ones who are motivated to do well in the subject.

The Overnight Switch to Lockdown Online/Virtual Learning!!

With sudden announcement of Lockdown we joined the worldwide online learning and teaching forum

Over 900 million children in over 100 countries were being educated online/virtually.

A New Set of Questions & Challenges Emerged

QUESTION 1

How does this online/virtual medium of instruction compare with the established, well-respected face-to-face medium of instruction?

QUESTION 2

Is it possible to engender a sense of competence, confidence and independence to the students using this medium?

QUESTION 3

Is it possible for the students to enjoy the subject via this medium and produce something even more useful?

Question 1 - Online Medium vs In-Person Face-to-Face Instruction

Mindset is the key

“We should figure out what we want before we calculate what we can afford, not the reverse”

Irving Kristol

“The medium is the message”

Professor McLuhan

- Each medium of instruction has its own signature***
- with its own strengths and advantages***
- We need to discover them and capitalise on them.***

Question 2 - Continue to Build Competence, Confidence and Independence

Imperative that students have Working Programs, if they are to feel confident and happy.

Priority was given to teaching students to be able to correct their own errors especially the Syntax error

There was a new emphasis to this in the framework

Syntax error introduced as a “necessary evil” & in an apologetic fashion

Surprisingly, the young students embraced the syntax error!

“To me the most interesting part was the mistakes. When we made them they could have been minor but made such a difference. It was interesting to see how that counted and how intricate a system really is”. (Nikhita, age 12).

Question 2 - Continue to Build Confidence, Competence and Independence

Harry (aged 12) - Program with Syntax Error

*“I have enjoyed learning how to create a code that generates a random password. I liked working on this partly because, **when I wrote it out it had a syntax error; this made me experiment which was very fun.** After fixing it, I decided to improve it as well, which made another problem: ...” (Alex, age 11).*

```
29
30 def Playing Cards():
31     Playing Cards = ['AH', '2H', '3H', '4H', '5H', '6H', '7H',
                        '8H', '9H', '10H', 'JH', 'QH', 'KH', 'AS', '2S', '3S', '4S',
                        '5S', '6S', '7S', '8S', '9S', '10S', 'JS', 'QS', 'KS', 'AD',
                        '2D', '3D', '4D', '5D', '6D', '7D', '8D', '9D', '10D', 'JD',
                        'QD', 'KD', 'AC', '2C', '3C', '4C', '5C', '6C', '7C', '8C',
                        '9C', '10C', 'JC', 'QC', 'KC']
32     Sampling = random.sample(Playing Cards, k=1)
33     print(Sampling)
34
35
36     Playing Cards()
```

Harry's Syntax Error
Harry's variable names & function names have spaces in them

Question 3 - Making it Fun, Promoting Meaningful and Interesting Concepts/ Programs whilst remaining true to fundamentals

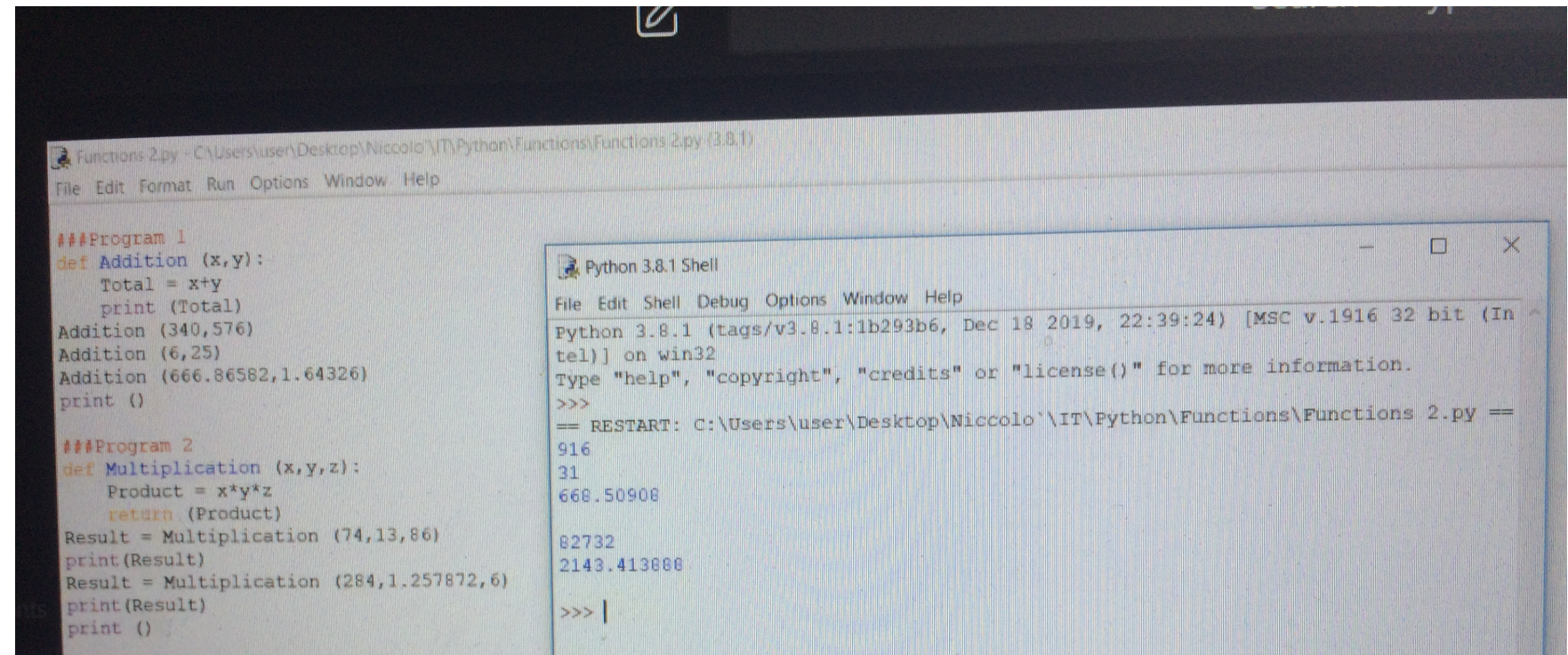
Necessitates students learning about modules/functions early on

Question 3 - Making it Fun, Promoting Meaningful and Interesting Concepts/ Programs whilst remaining true to fundamentals

Starter Program with Functions

```
main.py  saved
1  ### Program 2
2  def Addition (a,b) :
3      Total = a + b
4      print (Total)
5
6  Addition (10,12)
7  Addition (6,3)
8  Addition (5,5)
9
```

Alex's Programs with Functions (aged 11)



The screenshot shows a Python IDE with two windows. The left window, titled 'Functions 2.py', contains two programs. Program 1 defines an 'Addition' function and calls it with three different pairs of numbers. Program 2 defines a 'Multiplication' function and calls it with two different sets of three numbers. The right window, titled 'Python 3.8.1 Shell', shows the output of the programs. It displays the results of the addition and multiplication calculations, including a restart message.

```
Functions 2.py - C:\Users\user\Desktop\Niccolo\IT\Python\Functions\Functions 2.py (3.8.1)
File Edit Format Run Options Window Help

###Program 1
def Addition (x,y):
    Total = x+y
    print (Total)
Addition (340,576)
Addition (6,25)
Addition (666.86582,1.64326)
print ()

###Program 2
def Multiplication (x,y,z):
    Product = x*y*z
    return (Product)
Result = Multiplication (74,13,86)
print(Result)
Result = Multiplication (284,1.257872,6)
print(Result)
print ()

Python 3.8.1 Shell
File Edit Shell Debug Options Window Help
Python 3.8.1 (tags/v3.8.1:1b293b6, Dec 18 2019, 22:39:24) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
== RESTART: C:\Users\user\Desktop\Niccolo\IT\Python\Functions\Functions 2.py ==
916
31
668.50908
82732
2143.413888
>>> |
```

"I enjoyed learning about functions (i.e modules) and how to define them so you could access them at any moment". (Alex, aged 11).

Question 3 - Making it Fun, Promoting Meaningful and Interesting Concepts/ Programs whilst remaining true to fundamentals

Starter Program with Functions

```
main.py  saved
1  ### Program 2
2  def Addition (a,b) :
3      Total = a + b
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5
6  Addition (10,12)
7  Addition (6,3)
8  Addition (5,5)
9
```

Dipu's Programs with Functions (aged 12)

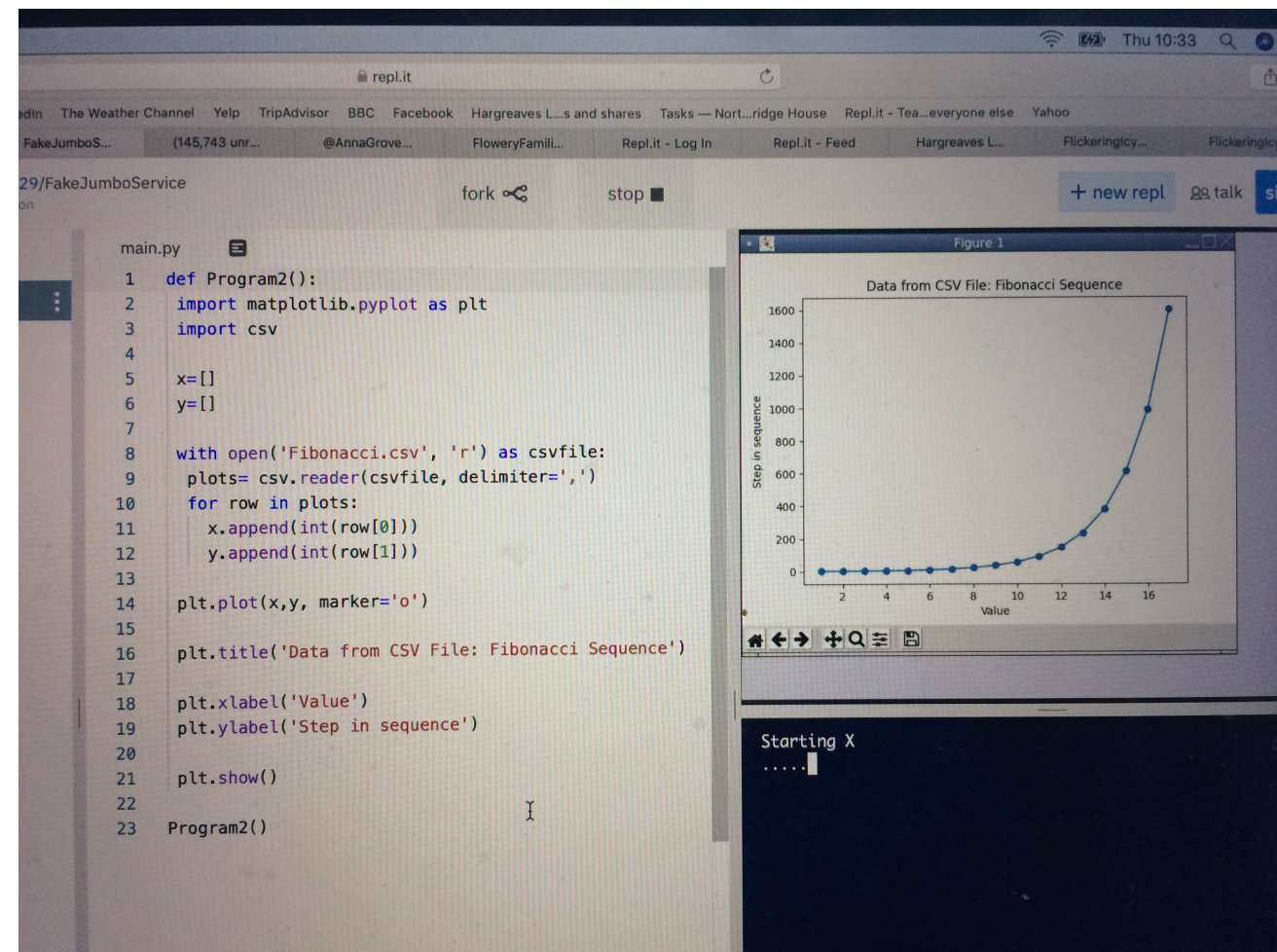
```
main.py  saved
1  def Addition (a,b):
2      Total = a+b
3      print (Total)
4
5  Addition (15,11)
6
7  def Subtraction (a,b):
8      Total = a-b
9      print (Total)
10
11 Subtraction (20,4)
12
13 def Multiplication(a,b,c):
14     Product = a*b*c
15     return(Product)
16
17 Result = Multiplication(2,3,6)
18 print(Result)
19
20 def Division (a,b):
21     Total = a/b
22     print (Total)
23
24 Division (8,2)
25
26 def Phrase (word):
27     print ("I love", word)
28
29 Phrase ("food")
```

26
16
36
4.0
I love food
> |

Question 3 - Making it Fun, Promoting Meaningful and Interesting Concepts/ Programs whilst remaining true to fundamentals

Shivonne's Programs with Functions with Matplotlib Library (aged 13) - Modelling and Simulation

Files			Fibonacci.csv	
main.py			1	1,1
Fibonacci.csv			2	2,1
Population.csv			3	3,2
			4	4,3
			5	5,5
			6	6,8
			7	7,13
			8	8,21
			9	9,34
			10	10,55
			11	11,89
			12	12,144
			13	13,233
			14	14,377
			15	15,610
			16	16,987
			17	17,1597



Helpful Tools Discovered

(1) Online Editors where you can both share code and edit students' code.

www.repl.it

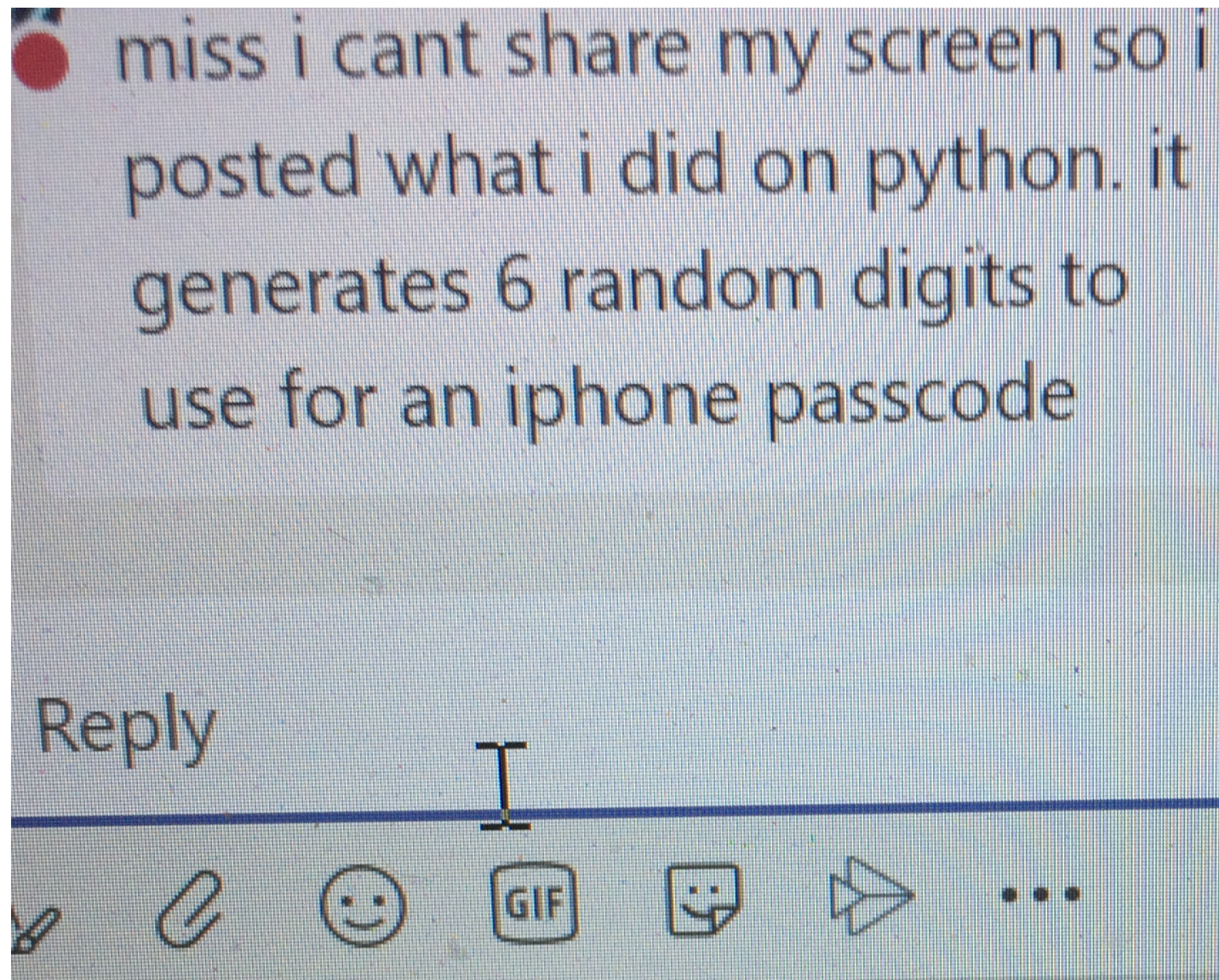
(2) Chat functionality in Microsoft Teams for both chatting and passing of code from student to teacher and vice versa.

(3) Online Editors where you can set up classrooms and assignments.

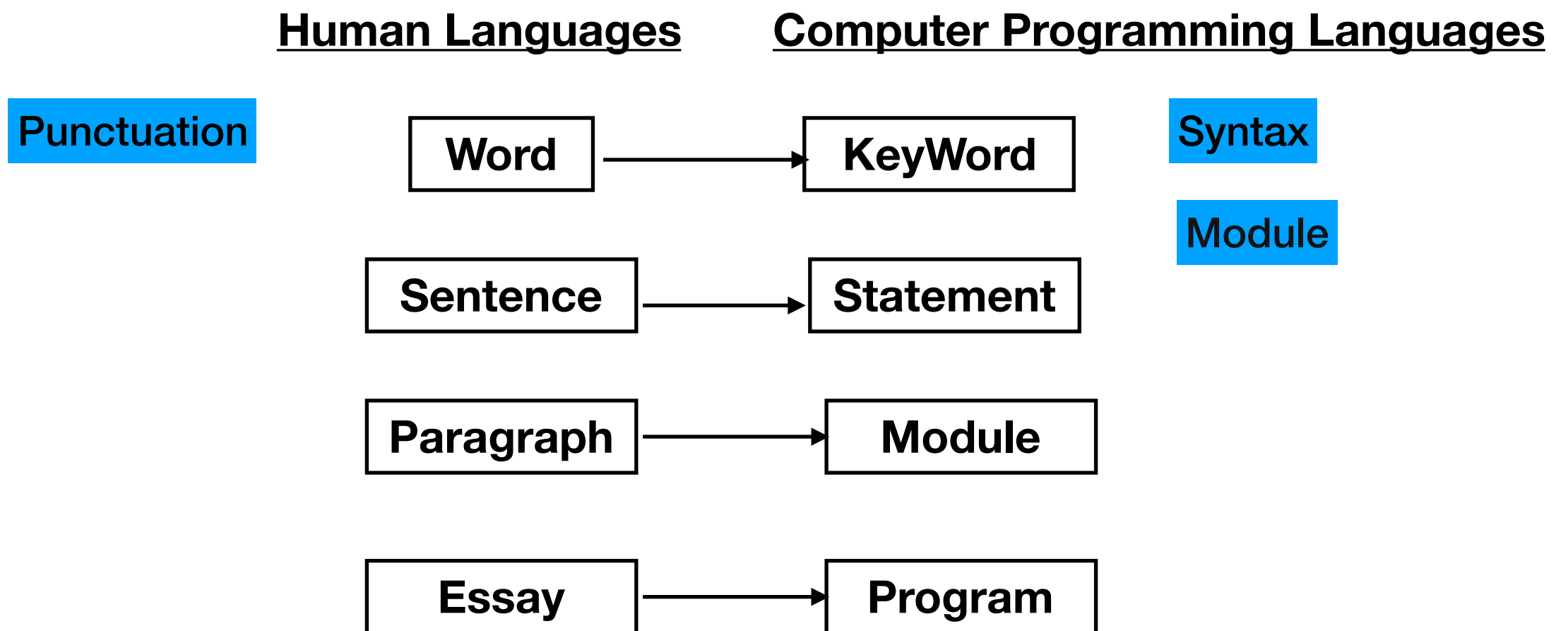
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Initiative, Independence & Enthusiasm

Peter, aged 12



Revisiting the Framework



Conclusion & Way Ahead

(1) Some of the Strengths of the Online Medium of Instruction

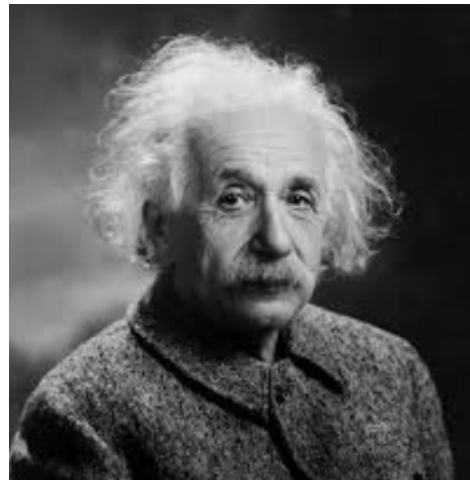
- (i) Online Medium promotes Good Listening which led to Better Understanding.**
- (ii) Online Medium unleashed a Healthy Creativity from Children/Students.**
- (iii) Online Medium promotes Structure.**

(2) In Future we can Import some of the Practices of the Online Medium of Instruction into In-Person Face-to-Face Teaching.

(3) Many, many developments in Online Teaching in the Next Few Years.

In years to come, the scale of the venture will surely be considered as one of the greatest experiments in online teaching in the history of mankind.

A Quote



***“I never teach my pupils, I only attempt to
provide the conditions in which they can learn”***

(Albert Einstein)

Thank you

- Any Questions?
- Thank you for your time.

- (My) YouTube Channel: lil anonymous
- Website: <https://computersciencegcealevel.wordpress.com>
- Email: demo999@yahoo.com