

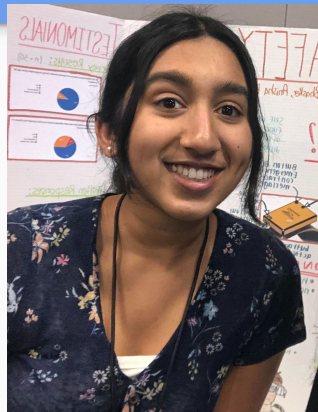
# Youth Coding Workshops

Parent Conference



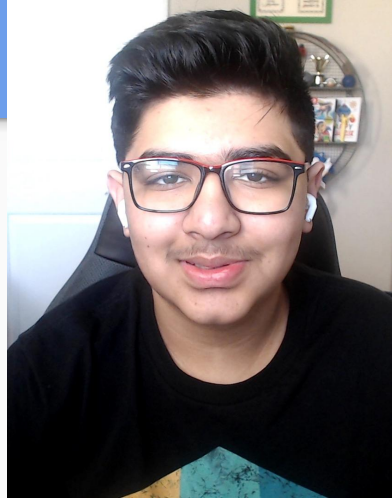
Presented by: **Anisha Rao**  
with Tutors **Adhvaidh S** and  
**Zak A**

# Anisha R.



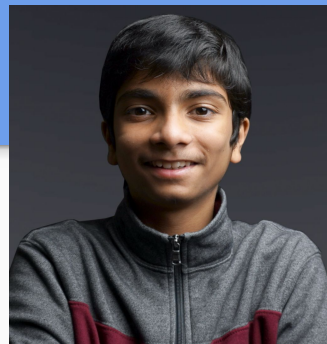
- Current President of YCW
- Has experience in Python, Java, and Scratch, and with algorithms and data structures, game programming, and more
- Has 3 years and 100+ hours of tutoring/teaching experience (including paid tutoring work and being a Peer Tutor at DHS)

# Zak A.



- Grade: 9
- Curriculum Designer of YCW
- Has experience in Python and Scratch
- Has experience teaching Python Basics previously

# Adhvaidh S.

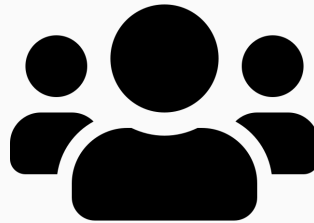


- Curriculum Designer @ YCW
- Grade: 11
- Experience:
  - 5-years experience in Python
  - Currently: Intern Web-developer
  - Worked in numerous areas of programming in the past, including OOP, AI and, gaming.

# What is YCW?



Curriculum

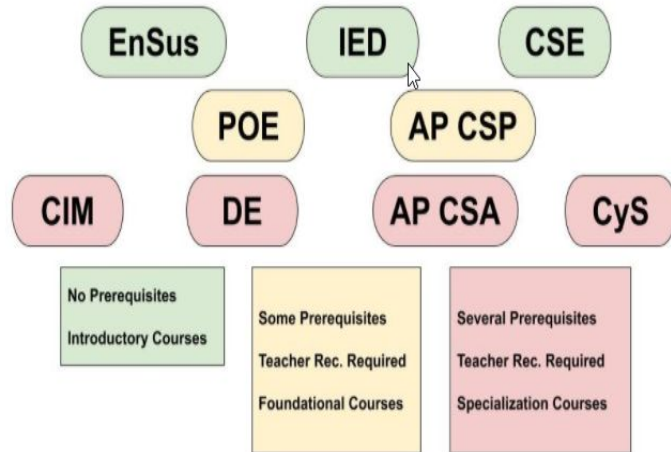


Community



Competitions

# What is YCW?



## Courses Abbreviations

**IED:** Introduction to Engineering Design

**CSE:** Computer Science Essentials

**EnSus:** Environmental Sustainability

**POE:** Principles of Engineering

**AP CSP:** AP Computer Science Principles

**CIM:** Computer Integrated Manufacturing

**DE:** Digital Electronics

**AP CSA:** AP Computer Science Principles

**CyS:** Cybersecurity

# Classes that We Offer

Python Basics  
Python Advanced  
Classes start **9/15**

# Python Basics

- This class builds a **foundation** in Python for students
- Topics taught: basic fundamentals - variables, conditional statements, looping, and functions
- Includes engaging projects that will help students build a foundation in Python
- Grade level: 5-8 (fifth graders should be proficient with math at their level)



# Python Advanced

- This class will **build upon** the Python Basics course, and the basic concepts of programming.
- This course will teach you how to read and write to files, how to work and use classes, and a large majority of the classes will be focused on learning and developing using the Pygame module. This includes creating fun and intuitive games that will help students learn and understand the applications of Pygame.
- Math prerequisite: completed Course 1

# Class Layout (Every Thursday)

Time	Agenda
5:00 PM - 5:10 PM	Join the “Living Room” voice channel on Discord. We will be checking in students and going over announcements.
5:10 PM - 5:45 PM	Move to voice channel for desired class (“python-basics, python-advanced”). Work on interactive repl.it program to expose students to concept.
5:40 PM- 6:15 PM	Work on warm ups and projects. This time can also be used to ask questions about concepts, syntax, etc.
6:15 PM- 6:20 PM	Re-join “Living Room” voice channel for final announcements and discussions.
Between Classes	Finish homework (usually in the form of watching videos/completing assignments)

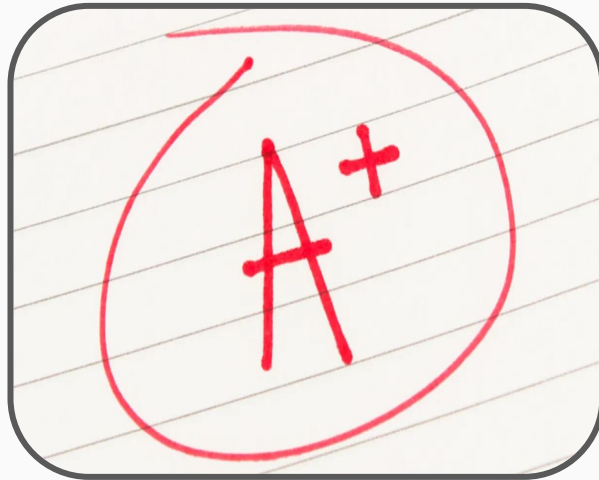


# YCW Course Catalog

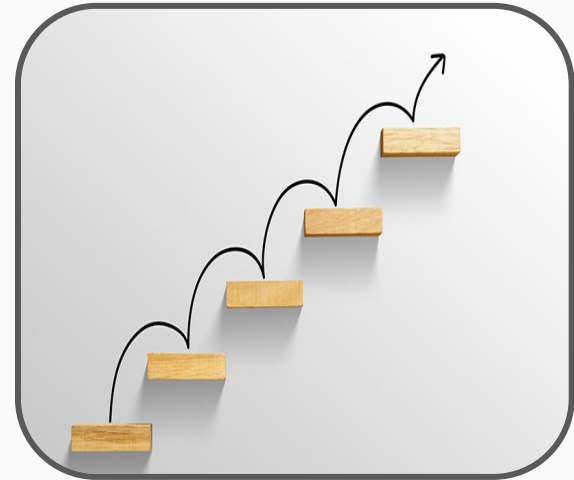
Assignments



Grades



Progression



# Student Example Projects

- [Text Adventure Game](#) (Python Basics Final Project)

# Important Links!

- Website:
  - <https://ycwalameda.weebly.com/>
- Again: Classes start 9/15!

# Next Steps

- The following form must be filled out so that we know which class you want. Spots are limited so please sign up quickly! Registration will officially close **9/8**, but we often find that we have to close it before then due to a lot of sign ups.
  - Spots are given on a first come first serve basis per class, but we will try to prioritize students who have tried to sign up for YCW and been previously denied if possible.
- <https://forms.gle/VWPWZ7B9F7A9sweQA>
- A Discord account is needed to participate in the classes, so you will need to make one if you do not have one already.