Mobile Computer Science Principles Workshop
Department of Computer Science, Boise State University
June 17th-19th 2015, 1375 University Drive, Boise, Idaho 83725 (Room ENGR 111)

Agenda

17th June Wednesday

8:30am-12:00pm: Introduction to Computer Science Principles

(0.5 hour) Welcome and team formation (Amit)
(1 hour) Visual/Block Languages: Blockly maze (Marissa)

(10:00am-10:30am) Break - Coffee & Snacks

(1.5 hour) What is Computer Science? What are CS Principles? (Amit)

12:00pm – 1:00pm Lunch

1:00pm – 5:00pm: Introduction to AppInventor (Coffee/snacks at 3pm)

(1 hour) Brief introduction to mobile apps using AppInventor (Alark)
(0.5 hour) Setup AppInventor for participants
(2 hours) Hands-on activities: teams develop two simple apps (Paint Pot, President's Quiz)
(0.5 hour) Performance Task: Teams brainstorm a project to develop and present it to the group

18th June Thursday

8:30am-12:00pm: Digging Deeper

(1 hour) Revisit CS Principles. Illustrate CS via unplugged activities: Binary Numbers, Error Detection. (Alark, Tim)
(0.5 hour) App #3: MoleMash Tutorial

(10:00am-10:30am) Break - Coffee & Snacks

(0.75 hour) More AppInventor Topics
(0.75 hour) Teams plan out the project and start implementing

12:00pm – 1:00pm Lunch

1:00pm-5:00pm: Guided Coding (Coffee/snacks at 3pm)

(4 hours) Teams continue on their projects, guided by the instructors and assistants

19th June Friday

8:30am-12:30pm: Presentations, Reflections, Discussions

(2 hours) Wrap up projects and project presentation by the teams

(10:30am-11:00am) Break - Coffee & Snacks

(0.5 hour) Reflection: Principles used during the project.

Engaged learning: Pair Programming, Team-based learning, Blogs, Piazza etc

(1 hour) Panel discussion with teachers currently in the IDoCode program

• Lindsay Davis (Timberline High), Lindsey Lockwood (Sage International),
  Ken Manship (Vallivue High), Heather Marr (Boise High), Nick Wadsworth (Rocky Mountain High),
  Kelsey Wright (Notus High)

Discuss plans for community building events

12:30pm – 1:30pm Lunch

1:30pm-5:00pm: Curriculum presentation, Field trip

(1 hour) CS10K IDoCode project, ECS (Exploring Computer Science) and CSP (Computer Science Principles) courses,

Discuss sample curriculums

(2 hours) Walking tour of two software companies

• 3pm: Keynetics/Kount (Hosted by Kate Lenz, VP)
• 4pm: Clearwater Analytics (Hosted by Sam Baird – Division Manager, Dave Hochhauser – Lead for UI Team, Jared Ostyn – Software Engineer – Boise State CS grad)

5:00pm-6:30pm: End of workshop dinner! (Optional)