The participants are encouraged to bring their laptops so that they can install the software that will be used in the workshop. However, lab computers will be available all students that want to use them.

Day 1 – Introduction

Introduction to Computer Science Principles

- 8:30-9:00 – Introduction, team formation and survey (Tim)
- 9:00-10:00 – What are Computer Science Principles? (Amit)
- 10:00-10:15 – Coffee Break

Introduction to Processing

- 10:15-12:00 – Introduction to Processing: variables, conditionals, loops (Jyh-haw)

Lunch Break: 12:00-1:00

Problem Solving Using Processing

- 1:00-2:45 – Further concepts with Processing: response, animation, arrays (Tim)
  Develop two visual sketches using Processing that illustrate CS principles.
- 2:45-3:00 – Coffee Break
- 3:00-4:30 – Using the Finch Robot using Processing (Sarah). Finch demonstrations (Sarah and Audrey)
- 4:30-5:00 – Teams brainstorm to come up with a sketch they want to create.
Day 2 – Digging Deeper

Guided coding with Processing/Finch

- 8:30-9:00 – Processing and Finch Recap (Tim)
- 9:00-10:30 – Participants work in teams to create their sketch
- 10:30-10:45 – Coffee Break
- 10:45-12:00 – Teams continue to work on their sketch

Lunch Break: 12:00-1:00

Guided coding with Processing/Finch (contd.)

- 1:00-3:30 – With the help of the instructors, the groups continue to work on their sketch.

Presentations and Conclusion

- 3:30-4:30 – Flash talks!
  - Present your idea for an sketch to the class
  - Showcase the current status of your program to the class
  - Highlight Computer Science principles used in the sketch
  - Discuss future directions for the program
- 4:30-5:00 – End of workshop survey.