

May Technology

Programming with Calculator Technology

Students of the 21st century relate to technology more easily than any generation before it. Video gaming is only one field that explores coding through mathematics. On this first day of the workshop series, you will explore coordinates in Cartesian space and identify the coordinates for the characters in a game at various points in time. You will be introduced to set-mapping representations for functions in which the function object exists as a means of translating points from a domain to a range. Students build on their fundamental math skills to enhance their abilities with computational thinking and so will you in this session.



Programming with Calculator Technology

May 14, 2018

[Register Here](#)

Learning to Read JAVA Script

An essential component to programming is learning to read and write code. This process is can be difficult and overwhelming to a beginning learner. During the sessions, participants will first explore the mathematics involved in creating code for executions and then experience the steps first hand as they interpret the breakdown of code. We will be using JAVA script for this series of workshops along with exerts of pseudo code. Fundamental symbols will be seen and used during the activities.



Day 3: Fine Tuning

May 17, 2018

[Register Here](#)

Foundation of Computer Science for Teachers

This course is intended for prospective K-12 Computer Science teachers to review key topics in Technology Applications, Programming Languages and CS special topics. The lessons provide extensive detailed instruction, examples and practice on everything from introductory programming topics such as variables, functions, loops and logical expressions to more advanced topics like data recursion and object oriented programming. Hundreds of teachers from around the country have already taken the course and many have gone on to achieve state certification. Whether you plan to take a certification exam or not, this course will strengthen the participants' understanding of key computer science concepts.



WeTeach_CS

Foundations of
Computer Science
for Teachers



Day 6: Technology Application

May 1, 2018

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Programming Institute

Learning how to code for a program can seem challenging at first. That does not have to be the case. Throughout this workshop series, participants will learn how to use coding to accomplish tasks. For example, if you want to run a program that determines if a slope is positive or negative, you will need to know the step-by-step process that will give that result. Thinking through the steps required is a component of computational thinking and is the basis for all computer coding. Over the span of the five days, teachers will learn coding basics and be able to write, read, and execute text based code.

```
def my_function(number):  
    my_list = []  
  
    for i in range(1, number + 1):  
        my_list.append(i)  
  
        for j in range(1, number + 1):  
            my_list[i - 1].append(i * j)  
  
    return my_list  
  
table = my_function(4)  
# print table  
  
for line in table:  
    print(line)
```

Day 5: Debugging and Practice

May 3, 2018

[Register Here](#)