

CSC/CYEN 130: The Science of Computing I

Last updated:

13 Mar 2018

		Lessons	Raspberry Pi Activities	Puzzles	Videos	Assessments	
WEEK 1	1	Origin – Lecture 0			Why do we Ignore Failure? (parts 1 and 2)		F
	2	Introduction to Living <i>with</i> Cyber				Paper Future of Computing	M
	3		Pi Activity 1 Sampling Some Raspberry Pi				W
WEEK 2	4	Introduction to Algorithms		Mystery Mania	You can Learn Anything		F
	5					M	
	6		Pi Activity 2 <i>Scratching</i> the Surface				W
WEEK 3	7		Pi Activity 2 <i>Scratching</i> the Surface				F
	8	Introduction to Computer Programming		Count the Squares – Cutting the Rug	The Next Big Idea in Interactive Gaming		M
	9				Program 1 Easy Does It	W	
WEEK 4	10		Introduction to Computer Programming				
	11				Program 2 Easy Does It...Reloaded	M	
	12						W
WEEK 5	13					Exam 1 Algorithms Computer Programming	F
	14	Introduction to Computer Architecture		Ten Characters, 13 Boxes – 8 Boxes		Program 3 Casual Statistics	M
	15						W

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WEEK 6	16					Program 4 99 Bottles of Beer on the Wall	F	
	17		Pi Activity 3 LED the Way				M	
	18						W	
WEEK 7	19					Exam 2 Computer Architecture	F	
	20	Searching and Sorting					M	
	21			Wolf, Goat, Cabbage – Four Men and a Torch		Program 5 Search Comparison Table	W	
WEEK 8	22				15 Sorting Algorithms in 6 Minutes		F	
	23	Introduction to Data Structures				Program 6 A Fantastically Fabulous List	M	
	24						W	
WEEK 9	25			Connect 1, 2, 3 – Symbol Sequence	How a 5'5" Basketball Player Learned to Dunk	Program 7 Random List Statistics	F	
	26					Exam 3 Searching and Sorting Data Structures	M	
	27		Pi Activity 4 Ultrasonic Sort				W	
WEEK 10	28						F	
	29	SLACK						M
	30							W