

CSC/CYEN 130: The Science of Computing I

Last updated:

16 Nov 2017

		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				Future of Computing paper	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 the Surface</i>			W
WEEK 3	7						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						
	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		Exam 1 Review (optional) -- Program 3 Casual Statistics	M
	15						W

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WEEK 6	16		Pi Activity 3 LED the Way			Program 4 99 Bottles of Beer on the Wall	F
	17						M
	18						W
WEEK 7	19					Exam 2 Computer Architecture	F
	20						M
	21						W
WEEK 8	22	Searching and Sorting		Wolf, Goat, Cabbage – Four Men and a Torch	15 Sorting Algorithms in 6 Minutes	Program 5 Search Comparison Table	F
	23						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						M
	27						W
WEEK 10	28		Pi Activity 4 TBD (sensors)				F
	29		M				
	30		W				

SLACK