

CSC/CYEN 130: The Science of Computing I

Last updated:

12 Sep 2016

| | | Lessons | Raspberry Pi Activities | Puzzles | Videos | Assessments |
|--------|----|--|--|--|---|---------------------------|
| WEEK 1 | 1 | Origin | | | | |
| | 2 | Lecture 0 | | | Why do we Ignore Failure? (part 1) | |
| | 3 | Lecture 0 – Introduction to Living <i>with</i> Cyber | | | Why do we Ignore Failure? (part 2) | |
| WEEK 2 | 4 | | Pi Activity 1: How to Eat Raspberry Pi | | | |
| | 5 | Introduction to Living <i>with</i> Cyber | | | | |
| | 6 | | | | | Future of Computing paper |
| WEEK 3 | 7 | Introduction to Algorithms | | Mystery Mania | You can Learn Anything | |
| | 8 | | | | | |
| | 9 | Searching and Sorting | | | | |
| WEEK 4 | 10 | | Pi Activity 2: How to Make Raspberry Pi | | | |
| | 11 | Searching and Sorting | | Wolf, Goat, Cabbage – Four Men and a Torch | | |
| | 12 | | | | | |
| WEEK 5 | 13 | | | | | Exam 1: Algorithms |
| | 14 | Introduction to Computer Programming | | | 15 Sorting Algorithms in 6 Minutes | Exam 1 Review |
| | 15 | | | Count the Squares – Cutting the Rug | The Next Big Idea in Interactive Gaming | |

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|---------|----|---------------------------------------|-------------------------------------|---|---|---|--|
| WEEK 6 | 16 | | Pi Activity 3: Catch the Baby! | | | | |
| | 17 | Introduction to Computer Programming | | | | | |
| | 18 | | | | | | |
| WEEK 7 | 19 | | | | | Exam 2: Computer Programming | |
| | 20 | Introduction to Data Structures | | Connect 1, 2, 3 -- Symbol Sequence | How a 5'5" Basketball Player Learned to Dunk | Exam 2 Review | |
| | 21 | | | | | | |
| WEEK 8 | 22 | | Pi Activity 4: Arraynging Things | | | | |
| | 23 | Introduction to Computer Architecture | | Ten Characters, 13 Boxes -- 8 Boxes | | | |
| | 24 | | | | | | |
| WEEK 9 | 25 | Introduction to Computer Architecture | | | | | |
| | 26 | | Pi Activity 5: LED the Way | | | | |
| | 27 | | | | | | |
| WEEK 10 | 28 | | | | | Exam 3: Data Structures, Computer Architecture | |
| | 29 | SLACK | | | | | |
| | 30 | | | | | | |