CSCI 261: Programming Concepts

BACKGROUND
- Class time would consist of a 20 minute lecture and 30 minute solo lab activity
- The lecture was a redundant review of reading prior to class
- Lecture was not engaging; students in a passive role
- By end of semester, students knew technical concepts but not proper applications

WHAT IS CHANGING
- Flipping lecture content outside of class time
- Grouping content into seven two-week modules
- Each module introduces more constructive & interactive activities
- Increase amount of team work and
- Use applications of skills relevant to each students major

INTENDED OUTCOMES
- More engaging, interactive, and enjoyable classroom environment
- Stronger ability to solve a problem by breaking it down into smaller pieces
- Wider breadth of applications and proper use of technical skills
- Improvement of team work & communication

NEW MODULE SCHEDULE

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<th>Day 1</th>
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<tr>
<td>Introduction Lecture &amp; Lab</td>
<td>Applications &amp; Solo Challenge</td>
<td>Pair Programming</td>
<td>Group Problem Solving</td>
<td>Application to Major</td>
<td>Concept &amp; Coding Quiz</td>
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