

Warsaw Public Library Summer Coding: Course Syllabus

Duration: 6 Sessions | 1.5 Hours Each

Goal: Learn how computers think and build your own playable Python game.

Instructor: Ruslan Ushurov

The 6-Day Roadmap

Day	The Big Idea
1: How Computers Think	Computers aren't smart; they just follow very specific directions. We'll cover binary and logic.
2: Starting with Python	Moving from "blocks" to typing real code. Understanding text vs. numbers.
3: Making Decisions	The "If" factor. Teaching your program to choose different paths based on player input.
4: Loops and Shortcuts	How to make code repeat itself and use "functions" to save time.
5: Game Design	What makes a game actually fun? Focusing on challenge, reward, and fixing bugs.
6: The Arcade Showcase	Sharing what you built and learning from others.

Classroom Rules

1. **Break it on purpose:** The best way to learn is to change something and figure out why it broke.
2. **Ask "What if?":** If you wonder if the code can do something specific, try it out.

3. **Help your neighbor:** If you solve a bug and the person next to you is stuck, show them how you did it.
4. **Be a decent human being:** Just treat others with respect, the same way you would want to be treated. The same thing goes for objects in the room; they are the library's, not yours!
5. **Ask questions:** If you're confused, asking questions is highly encouraged!