## **Pedagogy Workshop for Programming Basics**

	Pedagogy Workshop for Programming
Course Title	Basics
	Pedagogy
Course Category	
	All Engineering disciplines
Relevant Discipline(s)	
	5 Days
Duration of course in equivalent integer no.	
of days (min 3 days, 1 day = 6 hrs of	
lectures/hands on sessions)	
	Overall duration
	16 to 30 December 2020
Proposed dates	Live sessions
	16, 19, 20, 26, 27 December 2020

## **Brief Course Description and Course Contents**

This is a pedagogy workshop on how to teach programming basics. Programming Basics is a fundamental course in all engineering disciplines.

In this workshop, we deal with the pedagogy for effective teaching of programming basics. The syllabus comprises of following two distinct components:

(i) Revision of the topics of procedural programming using C++. These topics are: Introduction; Sequential and Conditional Execution of Programs; Iterative solutions; Functions; Arrays and Matrices; Sorting and Searching; Strings; Pointers; Structures; Files.

The course content of CS101.1x, which include the recorded video lectures, slides, and practice problems, will be made available to participants to carry out this revision online. The material can be later used by participants for their own teaching.

(ii) Understanding the pedagogy of teaching this course in online/blended mode. Participants will attend live sessions explaining the suggested method of revision, for understanding teaching pedagogy for each of the few selected topics, and for conducting online assessment.

Submissions made by every participant will also be released in Open Source under CC-BY-SA license.

Instructor Details			
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