

Advice for Room Leaders - Perth GPN

Link for today's workshop: <https://www.girlsprogramming.network/workshop> (and choose PERTH) or <https://www.girlsprogramming.network/perth-workshop>

Link to the tutor website: <https://girlsprogramming.network/perth-tutors>

In your room:

- Python Cheat Sheets
- EdStem Logins (in case students don't have access to the email to verify the new EdStem account they will create)
- Schedule for the day
- Emergency Contact List
- Fruit and snacks

NOTE: For this workshop we are using the EdStem workplace - student workbooks are on this new system. TIP: Remind students how to copy and paste code as this will be a time saver when using this system.

General Room Leader Advice

- Ration the chocolate - give out as prizes

10:30

Arriving at the labs

- Ask all students to write their names on whiteboard
- Introduce yourself and fellow tutors to the room
- Do the start of day survey before anything else
- Do the get to know you game
- Get everyone to login to wifi and student web-site
- Let everyone know where they can collect pens and fruit (ration the tastier snacks)

Lectures

- Remind them of the cheat sheets
- Look around the room to gauge the pace (or ask your fellow tutors to keep an eye on the pacing). When most of the kids are ready to move on to the next section/concept it is time for the next lecture
- Give them time between lectures to digest the content
- It's ok if not all of the kids are paying attention to the lecture. As long as they are not disturbing the rest of the class they can work at their own pace.
- If a lecturer is getting stuck, try asking them a question to get back on track, or give them some help (especially if they are a new tutor)
- you may want to play some calming background music when students coding

12:15ish
Before lunch

- Day Coordinator will let you know when to break for lunch. Bring room to stairs for photo before lunch. Remind students to take water bottle and anything they need as rooms will be locked during lunch.
- Remind students after lunch there is Afternoon Games (Yr 7 - 9 in Welcome Room) or Mentor Hangz Career Chats (Yr 9 - 12) in Advanced Room - Yr 9s can choose where they want to go

2ish
Back in the labs

- you may want to play some calming background music when students coding

3:30
End of day

- Do the end of day survey
- Parents start arriving from 3:45


4:00
End of day

- Get students with loan laptops to return them to Welcome Room
- NO STUDENTS TO LEAVE ROOMS WITHOUT THEIR PARENT/GUARDIAN
- Pack up room and return things to Welcome Room

Content Issues

Which booklet is the problem in?

What is the problem in the booklet exactly?

 what is the exact code?

 what should it be?