



Improve your programming skills

3 day intensive hands-on workshop high school teachers only

“This was a very well run course. All involved made a tremendous effort to make us feel welcome and were patient when we asked simple questions.”

“A really excellent course – very valuable to me”
and hopefully to my students – THANKYOU!

Teach Python (Beginners)

3 day intensive workshop Saturday 12 July – Monday 14 July, 9am – 6pm

This hands-on course will introduce you to Python programming. No programming experience is assumed. Lab sessions will be divided according to experience so everyone can learn at their own pace. By the end of the course you will have an understanding of basic Python programming including installing Python; using the interpreter; simple statements; variables and expressions; control structures; built-in data structures (lists, dictionaries and tuples); invoking and defining functions; and basic Object Oriented programming. There will also be discussion sessions about approaches to teaching programming in schools. Participants will work step-by-step through developing a sample Python project – a simple multi-player text-based adventure game.

Teach Python (Advanced)

3 day intensive workshop Wednesday 16 July – Friday 18 July, 9am – 6pm

This hands-on course will extend your knowledge of Python. Understanding of the Beginners material is assumed. By the end of the course participants will have an understanding of advanced Object Oriented programming, including inheritance and polymorphism; Python error handling and exceptions; developing GUI with wxPython; multimedia and game programming with pyGame. Participants will work step-by-step through developing a sample pyGame project – a simple graphical simulation game similar to SimCity or Civilisation.

The cost of each course is \$275 (GST exempt) which covers tutors, course notes and CD, and morning and afternoon tea. Enrolling for both courses is a reduced cost of \$500 (GST exempt).

Please note that places are limited due to staffing

For more information, see www.it.usyd.edu.au/schools

Registration closes: Friday 4 July 2008. Registration form overleaf.

no programming experience required

Teach Python Workshops

12-14 July 2008 (beginners) 16-18 July 2008 (advanced)

First Name:		Last Name:	
Address:			
Suburb:		Postcode:	
Email:	Mobile:	Ph:	

School Name:	
School Address:	
School Suburb:	Postcode:
School Ph:	School Fax:

Registration (Note: Registration will only be accepted if accompanied by full payment)

<input type="checkbox"/> Teach Python (beginners) Saturday 12 - Monday 14 July 2008	\$275 (GST exempt)
<input type="checkbox"/> Teach Python (advanced) Wednesday 16 - Friday 18 July 2006	\$275 (GST exempt)
<input type="checkbox"/> Teach Python (beginners and advanced)	\$500 (GST exempt)

Payment: Cheque or money order made payable to **THE UNIVERSITY OF SYDNEY**, or

Credit card: Visa / Mastercard (please circle one)	
Name of credit card holder:	
Credit card number:	Expiry date:
Billing address:	
Signature:	

<input type="checkbox"/> Please tick if you do not want to receive information about future courses by the School of IT.
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Teaching and computing experience:

Please return completed registration form and payment to:

Ms Wei-ying Ho

School of IT, Building J12, University of Sydney NSW 2006. ABN 15 211 513 464

T: 02 9351 4917 F: 02 9351 3838 E: teachpy@it.usyd.edu.au

The closing date for registration is Friday 4 July 2008.