

B16
Hands-on Workshops

Workshop title:	Code with Python
UTAR SDG Initiatives	4 Quality Education
Workshop owner: (Name of School/ Institution/University/Organization)	Centre for Foundation Studies (Sungai Long Campus), Universiti Tunku Abdul Rahman
Description of workshop: (objective, content, etc)	<u>Objectives:</u> <ul style="list-style-type: none">• To improve problem-solving skills.• To develop algorithmic and logical thinking. <u>Contents:</u> <ul style="list-style-type: none">• Participants will learn to tackle problems and break them down into smaller pieces.• Then, they will formulate step-by-step procedures to produce desired outcomes, using concepts such as sequential, conditional and repetition logics.• Participants will participate in a competition to develop a simple game at the end of this workshop.
Age group:	10 years old and above
Group size:	20 participants/session
Number of session per day:	5 sessions
Duration per session (eg. 30 minutes):	1 hour
Time (eg. 9.00am – 9.30am):	9.00am – 10.00am 10.45am – 11.45am 1.00pm – 2.00pm 2.45pm – 3.45pm 4.30pm – 5.30pm



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