

Session	Week	Objectives	Topics
1 Basics	1	Get Started, Variables	<ol style="list-style-type: none"> 1) Introduction 2) Setup Account and Environment 3) What's Coding? 4) Basic Code Structure 5) Variables 6) A Calculator and Expression
	2	Basic Statements	<ol style="list-style-type: none"> 1) Logic Expression 2) Ask a Question - IF 3) Again, and Again – Loop 4) Program Structure 5) Simple Function 6) Start to Debug!
	3	Simple Data Types	<ol style="list-style-type: none"> 1) Number 2) String 3) Boolean 4) Array / List 5) Bit / Binary Number 6) More Functions
	4	Practice	Project #1: Math Game
2 Graphics	1	What is Graphics?	<ol style="list-style-type: none"> 1) Graphics Defined 2) Basic Concepts 3) Math behind Graphics 4) Let's See Some Examples 5) Drawing Dots
	2	Static Graphs	<ol style="list-style-type: none"> 1) Simple Drawing 2) Drawing Boxes 3) Drawing Arcs 4) Drawing Ovals 5) Drawing Polygons 6) Drawing Images
	3	Animation	<ol style="list-style-type: none"> 1) What is Animation? 2) Let's See Some Examples 3) Basic Concepts 4) Let's move – Basic Animation 5) Reacting to events 6) How to Learn More
	4	Practice	Project #2: Graphics Game
3 Advanced	1	Math	<ol style="list-style-type: none"> 1) A bit more math 2) How to do math in Python 3) NumPy
	2	Data Processing	<ol style="list-style-type: none"> 1) List 2) Tabular Data 3) Numeric Data Processing 4) Microsoft Excel 5) Drawing from Excel
	3	Data Analysis	<ol style="list-style-type: none"> 1) What is data analysis? 2) What can be analyzed? 3) Real World Examples 4) Text Analysis 5) Data Science 6) Predictive Analysis
	4	Practice	Project #3: Simple Data Science