

Creating Java Programs with Greenfoot Example Workshop Schedule

Venue:

Dates:

Day 1

Time	Description
08:30 am – 09:00 am	Take attendance
09:00 am – 09:15 am	Introduction <ul style="list-style-type: none"> • Welcome to Creating Java Programs with Greenfoot • Objectives of the workshop • Showcase of the completed xx Greenfoot project to show participants what they will work to build over the course of the workshop
09:15 am – 10:45 am	<ul style="list-style-type: none"> • Getting Started with Greenfoot • Using Methods, Variables and Parameters • Practice Session
10:45 am – 11:00 am	Break
11:00 am – 12:30 pm	<ul style="list-style-type: none"> • Working with Source Code and Documentation • Practice Session
12:30 pm – 01:15 pm	Lunch Break
01:15 pm - 03:15 pm	<ul style="list-style-type: none"> • Developing and Testing an Application • Practice Session
03:15 pm – 03:30 pm	Break
03:30 pm – 05:00 pm	<ul style="list-style-type: none"> • Using Randomization and Understanding Dot Notation and Constructors • Practice Session
05:00 pm	End of Day 1

Day 2

Time	Description
08:30 am – 08:40 am	Take attendance
08:40 am – 09:30 am	Introduction <ul style="list-style-type: none"> • Defining Methods • Using Sound and Keyboard Control • Practice Session
09:30 am – 10:45 am	<ul style="list-style-type: none"> • Creating a World Animating Actors and Ending a Game • Practice Session
10:45 am – 11:00 am	Break
11:00 am – 12:30 pm	<ul style="list-style-type: none"> • Understanding Abstraction • Using Loops, Variables, and Strings • Practice Session
12:30 pm – 01:15 pm	Lunch Break
01:15 pm - 03:15 pm	<ul style="list-style-type: none"> • Putting it All Together with Greenfoot • Practice Session
03:15 pm – 03:30 pm	Break
03:30 pm – 05:00 pm	<ul style="list-style-type: none"> • Project Work
05:00 pm	End of Day 2