

Many young students get interested in technology because of their interest in electronic gaming. A lot of those students have aspirations of becoming a game programmer. However, there are very few jobs for game programmers – but there are LOTS of programming career paths that are not related to games but have impacts on the world around us with even more exciting outcomes – from basic financial programming to sending people into space. The world of programming is huge and someone with the proper skills and interests can both have a huge impact and a good income. And it doesn't always even require a 4-year degree.

This course will teach students how to program with one of the most popular languages in use today that is used in almost every industry (Python). Students will start by learning the basics of programming – the logic processes needed to make things happen, and then progress to creating practical, real-world programs that can be used at home or used as part of their portfolio.

This is a great course for students who are seriously interested in the technology field, but possibly not completely sure of the specific direction, or those that just want to learn one of the most practical skills in any industry – how to work directly with and control the technology around you.

Prerequisites:

- Tech Workshop or Tech Readiness and general computer experience.
- This is an ideal follow-up course to “Intro to Computer Technology.”
- Ideally students will have completed (or be simultaneously enrolled in) Algebra I

About the Instructor

Mr. Paschen has been developing software for clients through his business Paschen Communications for close to 30 years. This has included many different programming languages. He has also taught programming and other topics in technology and the arts for over 20 years. He enjoys helping students get excited about taking control of processes and technology via software programming.