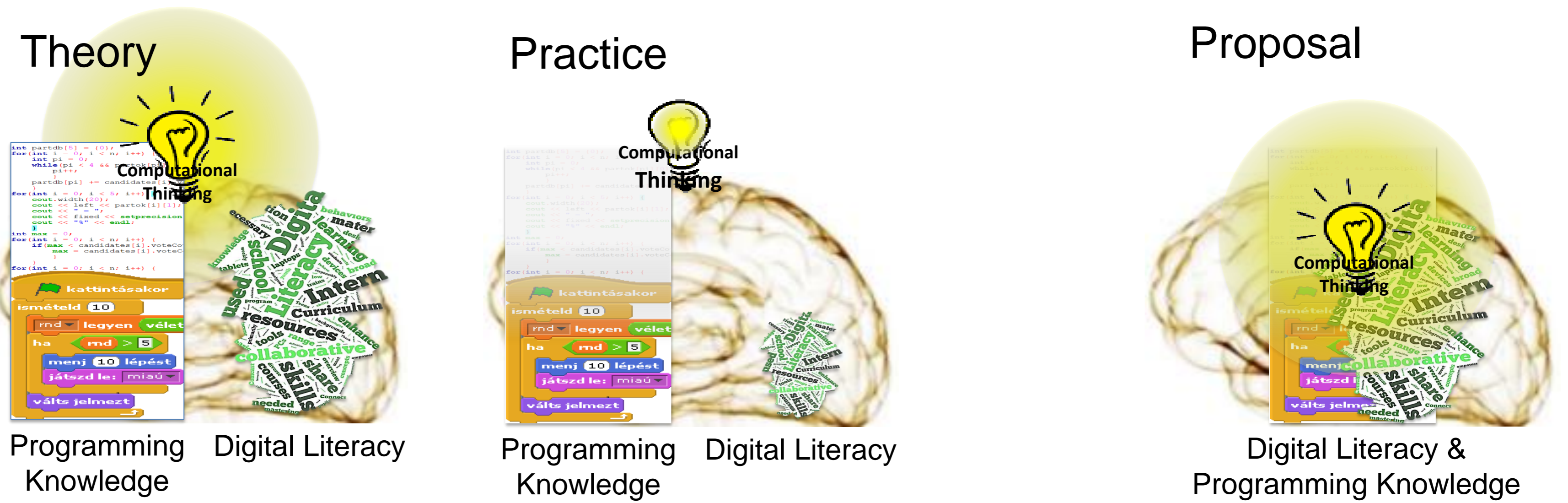
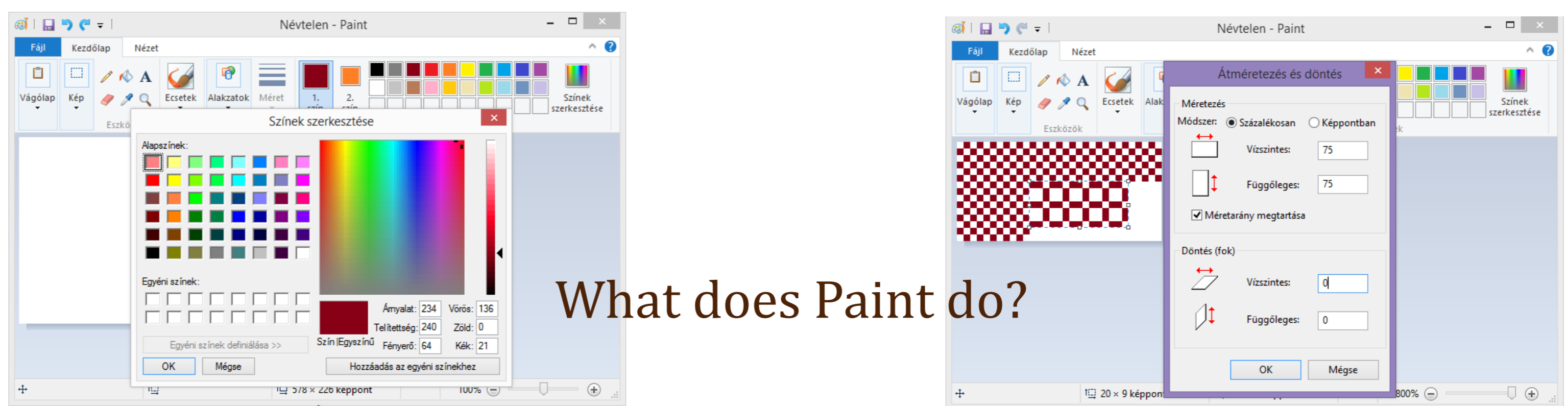


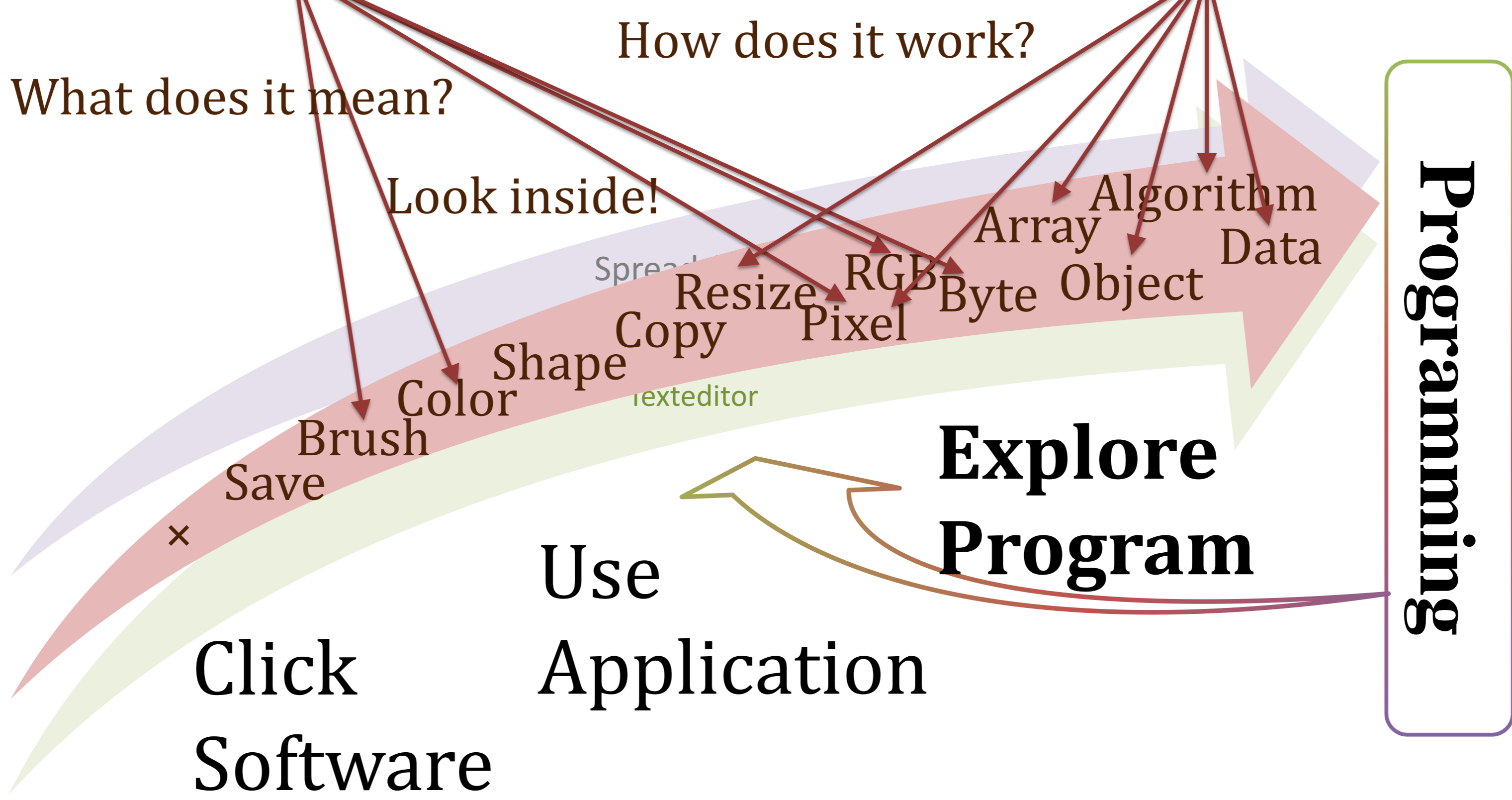
Teaching Programming Indirectly with Paint



Teaching Programming Indirectly with Paint



What does Paint do?



- data structures, models and objects are explored;
- students understand the relation between visualization and binary digits;
- students state algorithms as hypotheses and try to prove them with tests.

Best practice:

you decide to teach Paint (an application)
but the result is that
you feel you prepared a Computer Science lesson