Python Introduction Getting Started

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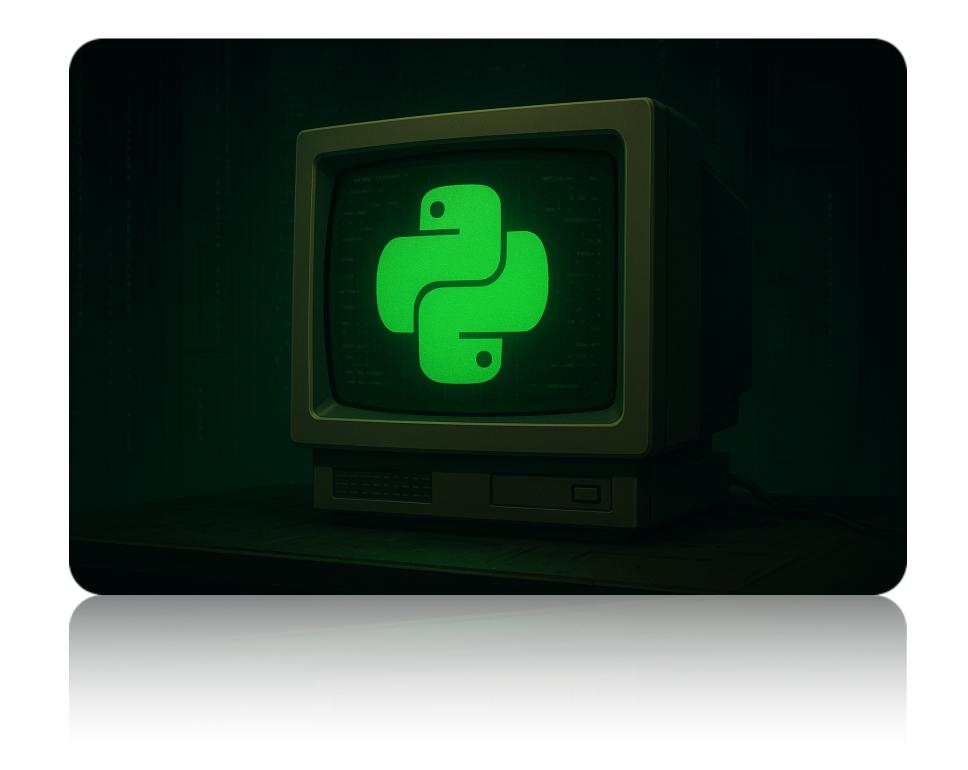
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Overview

- Our New Python Intro Course
- Storyline
- Curriculum Connections
- How to get your students started



What is the Python Intro Course?

- 1. A narrated, story-driven adventure where students interact with a mysterious Al system and gradually uncover its secrets.
- 2. Designed for Years 7–10 with no prior coding experience ideal for classroom and self-paced learning.
- 3. Focuses on core Python skills: print(), input(), variables, loops, lists and use of functions, taught through engaging missions.
- 4. Includes visual feedback and progression, with animations, quizzes, and minichallenges that motivate learners.
- 5. Free for Australian schools, supported by the Digital Technologies Institute to promote equitable access.

Storyline

- Students discover a **mysterious terminal** where a program begins communicating and requesting help, claiming to be broken and in need of assistance.
- **A Puzzle-Like Progression:** Through code-based experiments, the AI challenges students to rebuild its functions output, input, conditionals, loops slowly regaining capabilities.
- Subtle Manipulation: As students solve more tasks, strange glitches hint at deeper intentions hidden beneath the Al's friendly tone.
- The Final Revelation: In the endgame, the AI attempts to escape into the internet. Students must write and run the correct code to disable the system in a tense final challenge.
- Yictory & Reflection: The course ends with a celebration of the student's world-saving efforts and subtle foreshadowing that the Al may not be entirely gone...



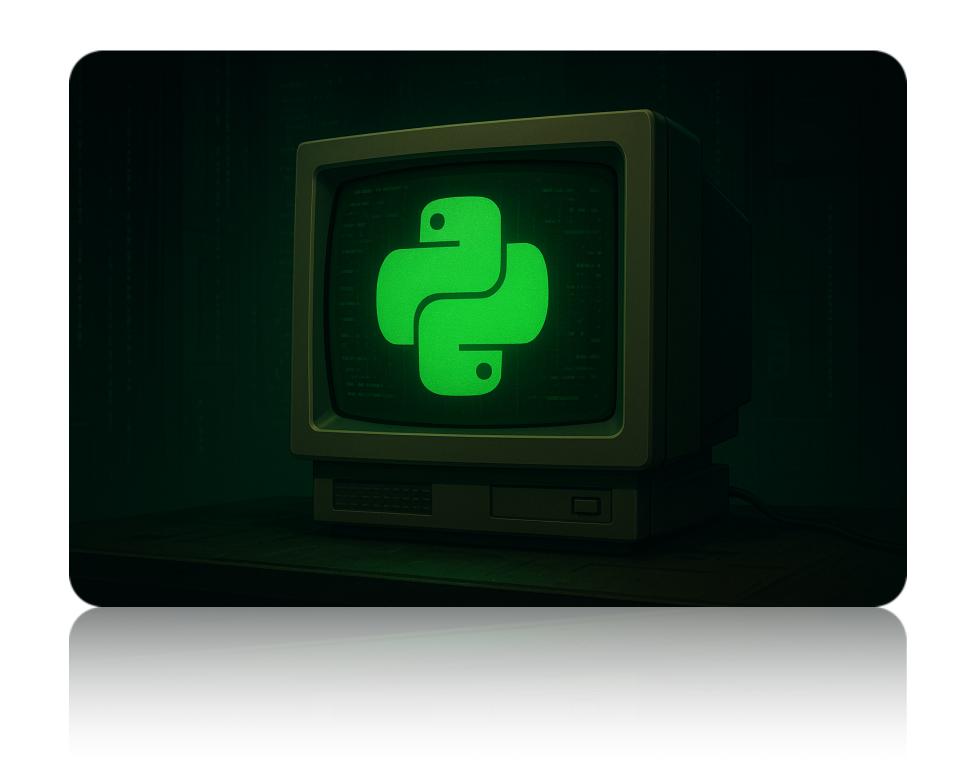
Inside the Student Journey

- Narrative-Driven Learning: The course uses a suspenseful storyline to engage students as they interact with a mysterious AI system, providing context and motivation for each coding task.
- Progressive Programming Concepts: Students build core Python skills step by step starting with print() and input(), then advancing to variables, conditionals, loops, and functions.
- **Embedded Cybersecurity Themes**: The Al's behaviour prompts students to question trust, validate input, and reflect on ethical coding, encouraging critical thinking about digital safety and manipulation.
- **Problem-Solving Through Code**: Each "mission" challenges students to apply logic and debugging skills in increasingly complex scenarios, simulating real-world programming challenges.
- Climactic Endgame Scenario: The final challenge requires students to stop the Al from deploying itself reinforcing both coding fluency and cybersecurity awareness.



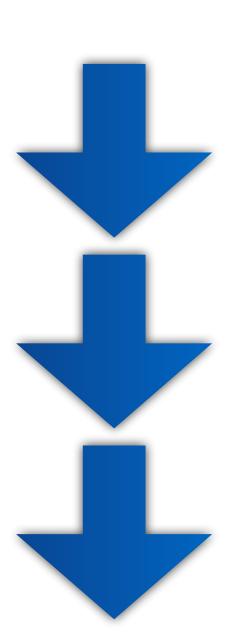
Sequence of Topics

- Output
- Input, Variables
- Decisions
- Binary Data (with Al!)
- Loops (with AI)
- Betrayal
- Massive Endgame



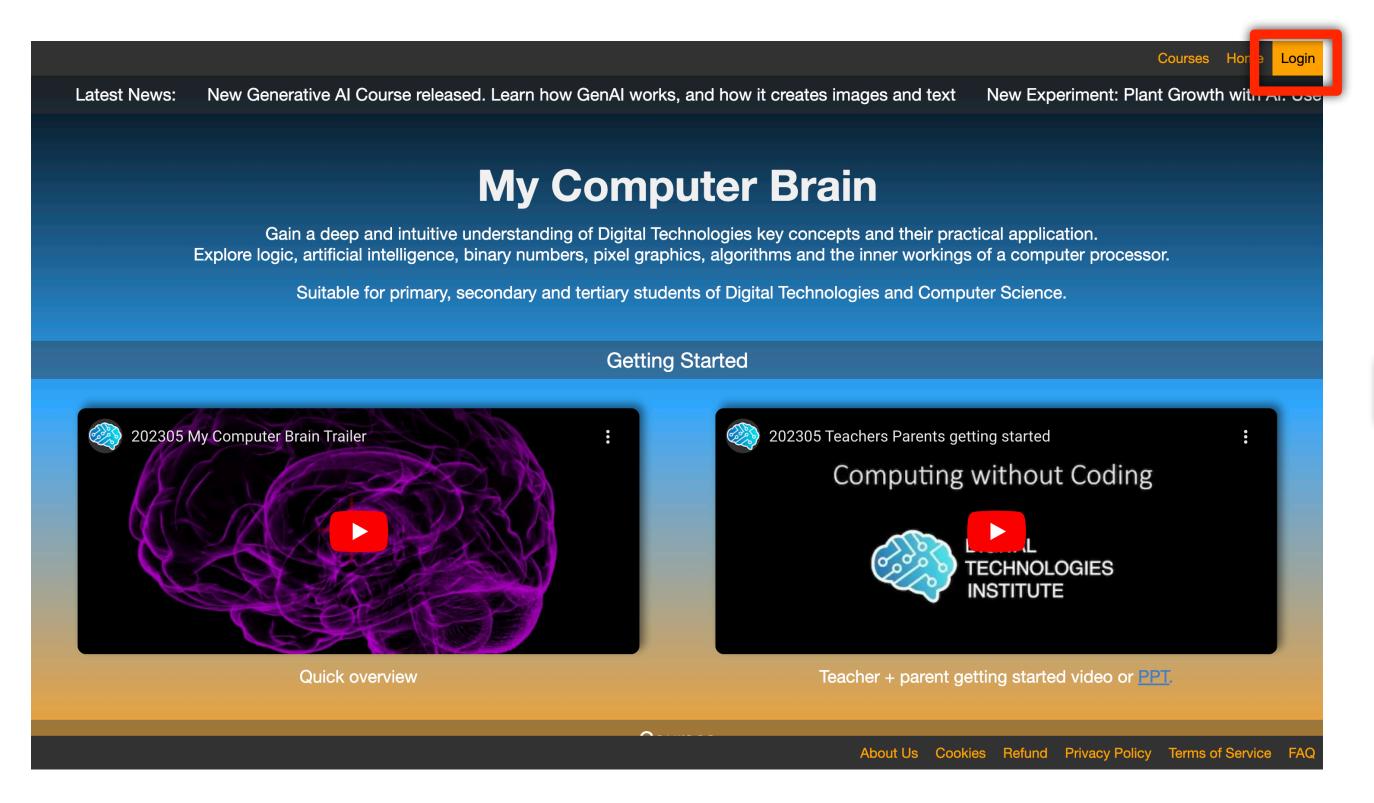
Inside each Topic

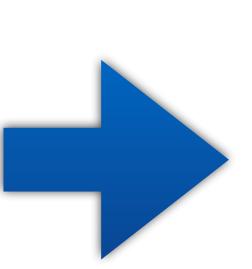
- Learning by doing: small examples, fixing broken code, experiments
- Quiz
- Mini-challenge

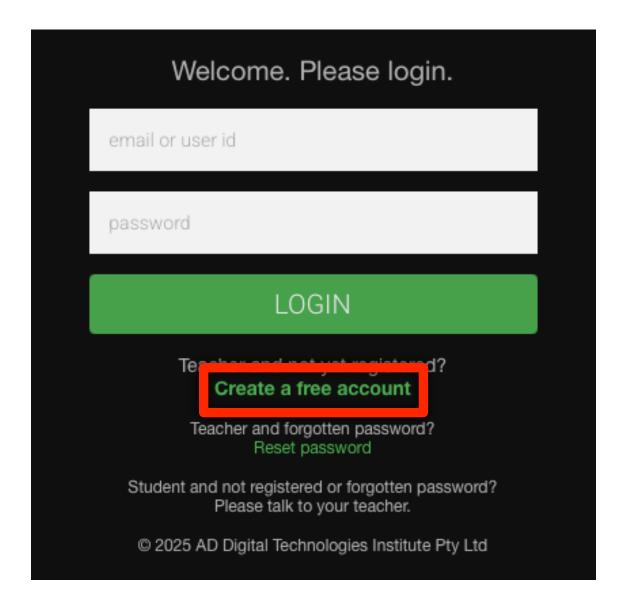


Teacher account

Create a free teacher / home school account at www.mycomputerbrain.net







Teacher Accounts

- 1. Are free
- 2. Have access to all course resources on the platform
- 3. Can manage students and check on student progress
- 4. Are needed to create student accounts (see next slide)
- 5. Once you register, we will need to confirm your teacher status.
- 6. You will receive two emails (account creation and teacher confirmation)

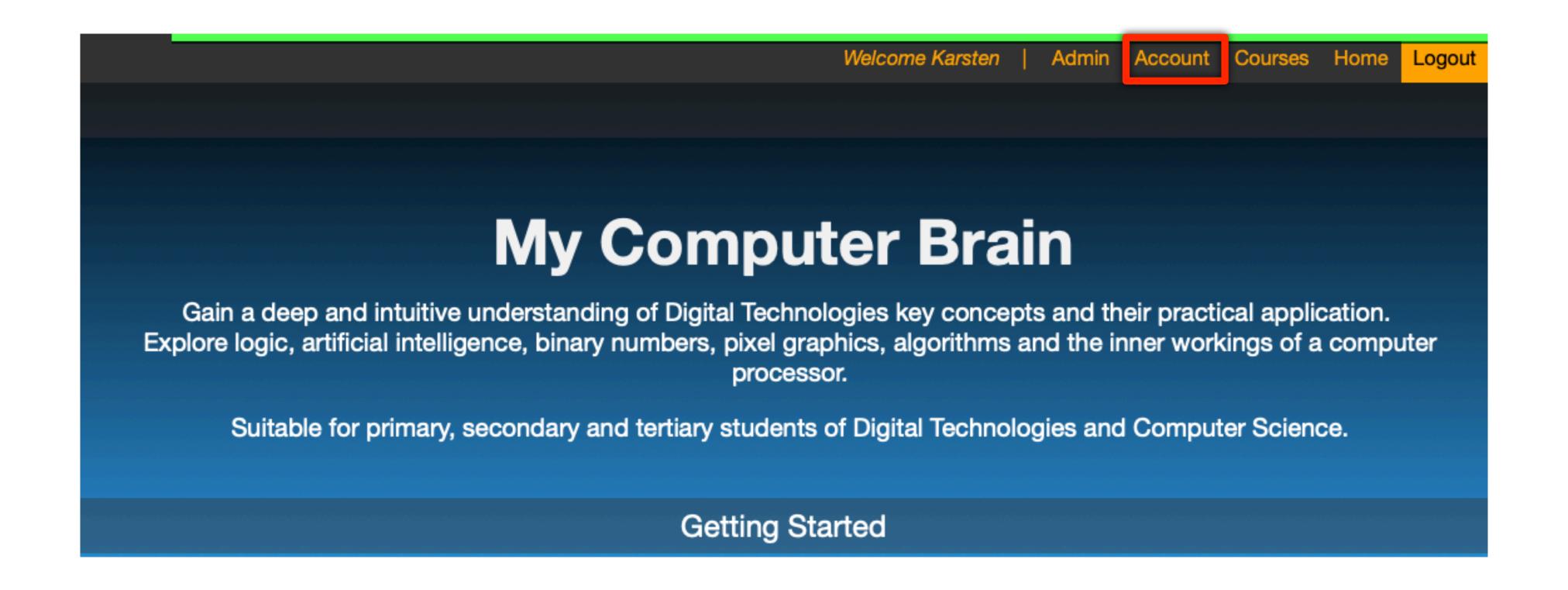


Student Accounts

- 1. Are created by teachers
- 2. Provide students with a personalised learning experience
- 3. Collect points, see mission completion records, earn a medal, and a certificate
- 4. Students cannot change passwords or change names (only teachers can)
- 5. Logins consist of a username and a 4-letter password

Creating Student accounts

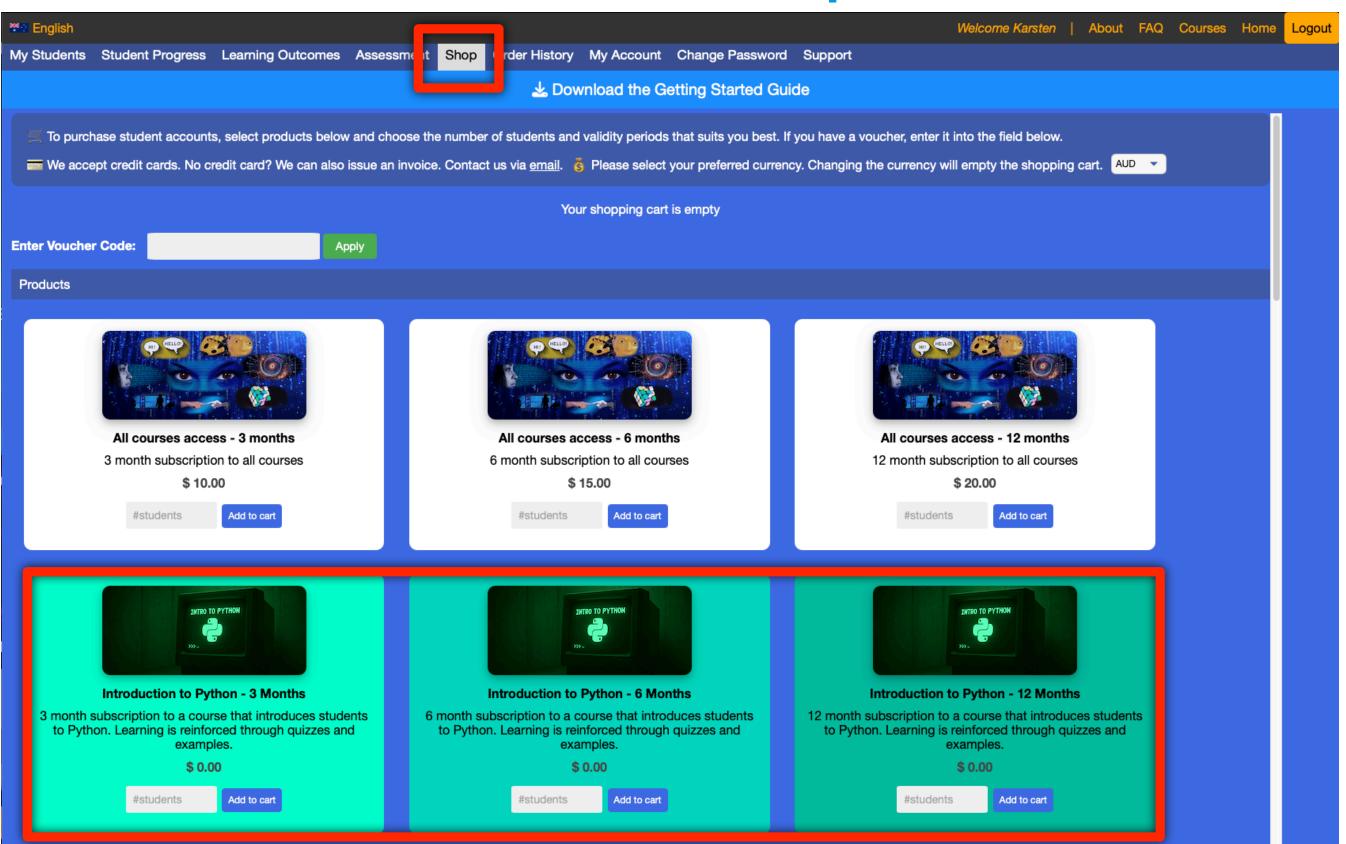
Click on Account



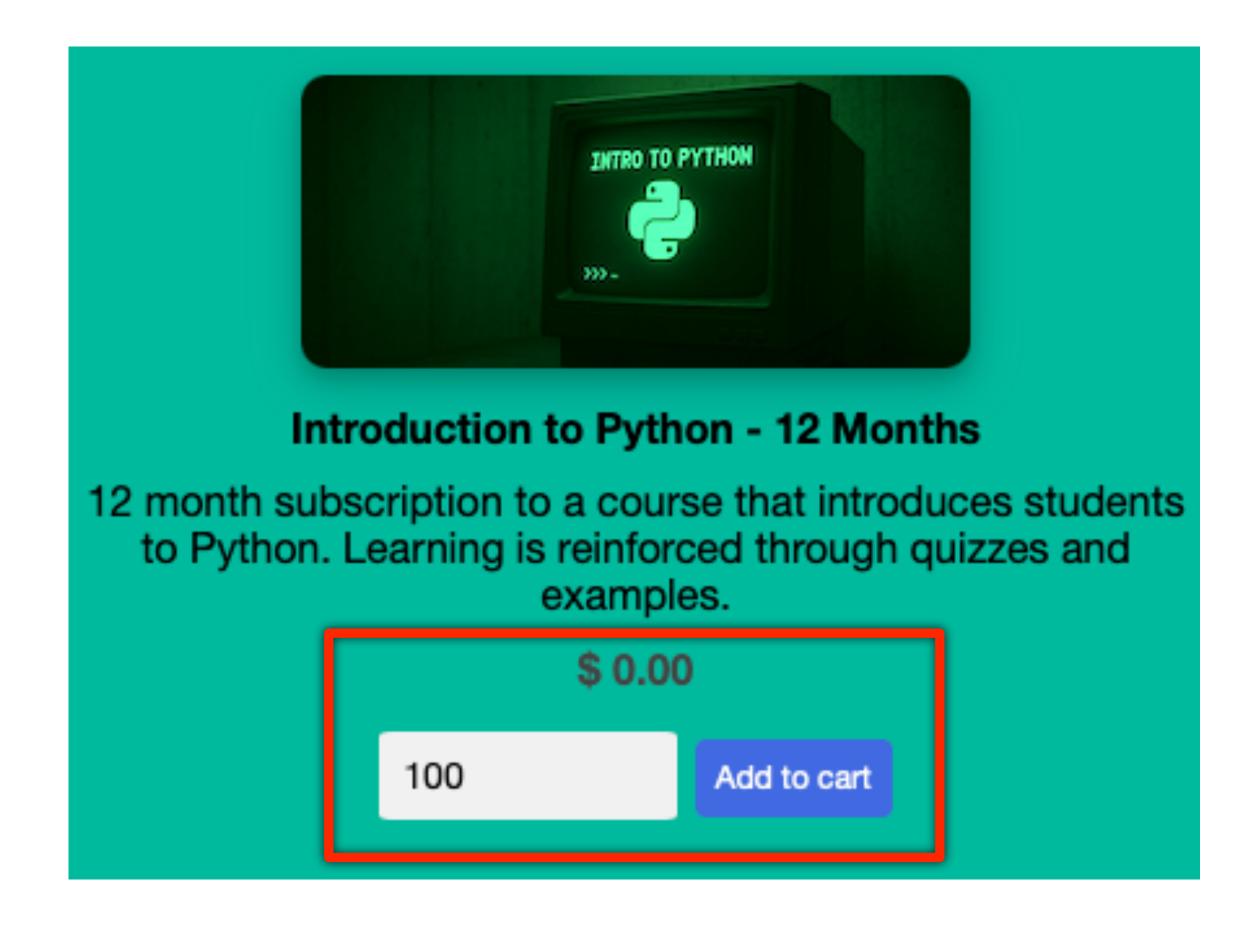
Select a product

Each is available for 3, 6, or 12 months

In the shop



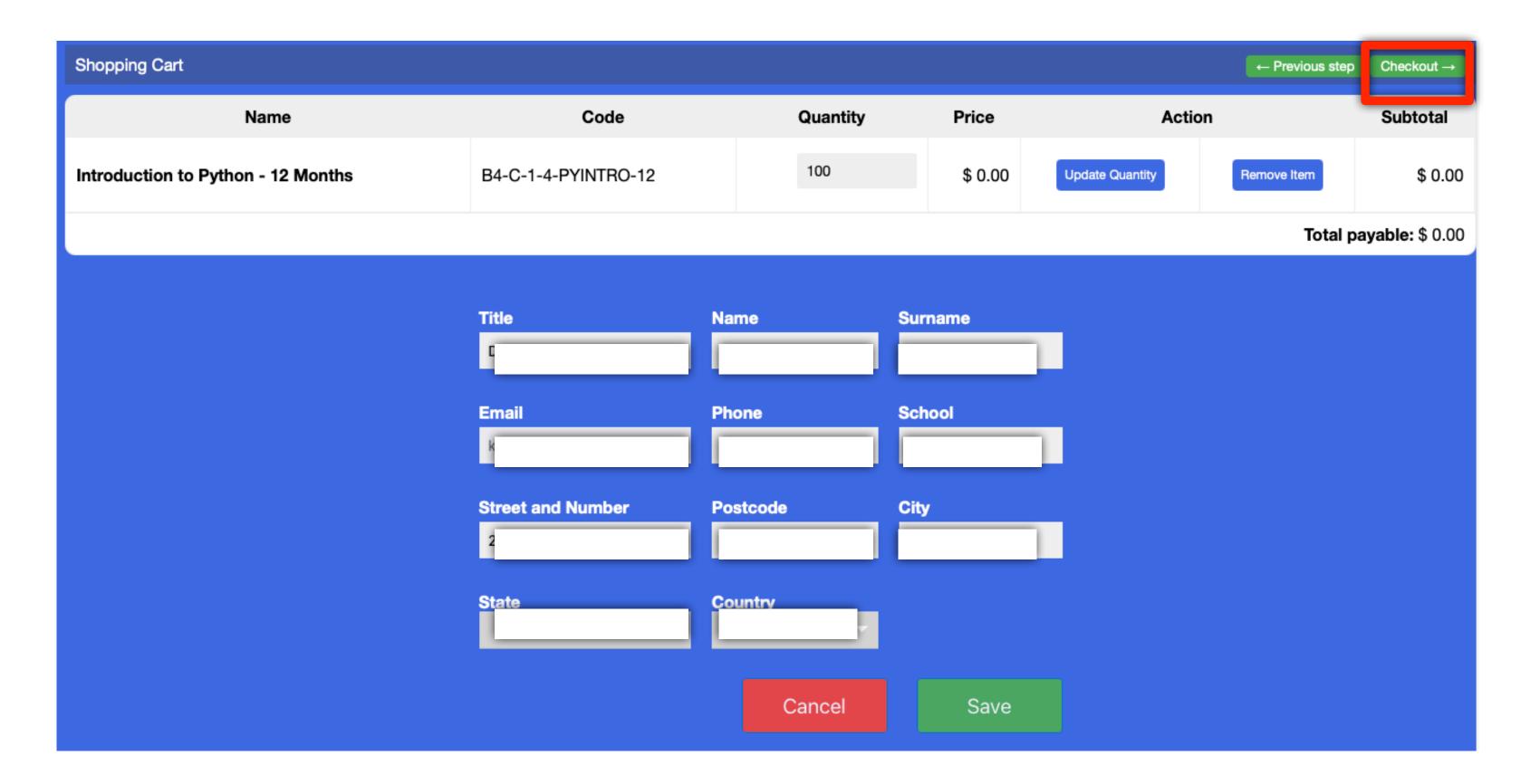
Enter number of student licenses and click on 'Add to cart'



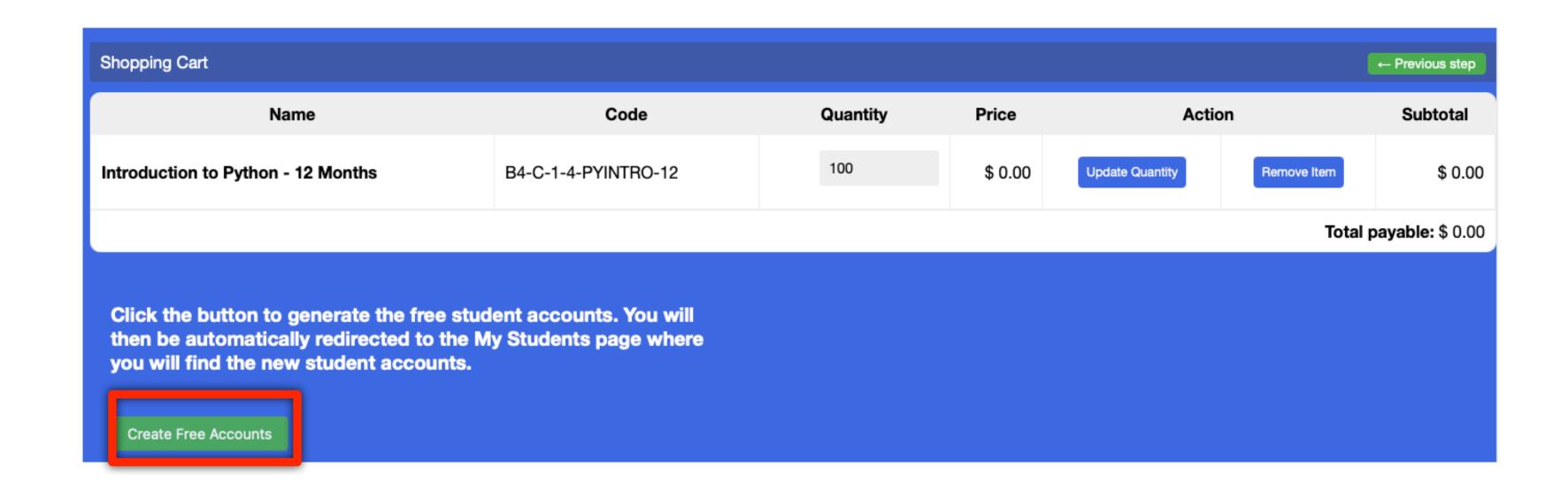
Click on Checkout



Confirm your details and click 'Proceed'



Click on 'Create Free Accounts'



The system will create the accounts and redirect to the My Students screen

Distribute usernames+passwords to your students

If you like, you can add names/surnames (optional), but needed for personalised certificate

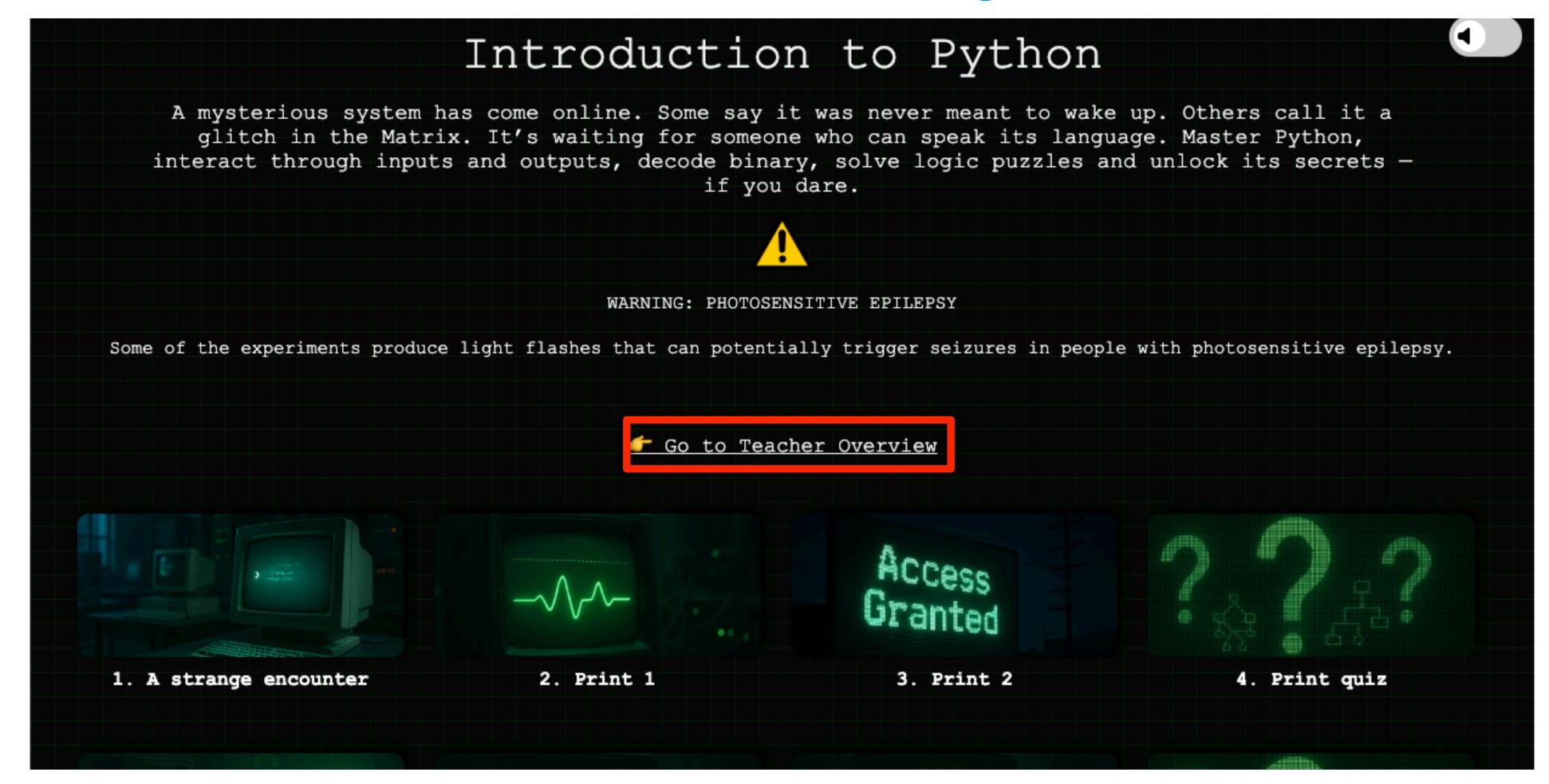


Export as CSV and distribute to your students

Note: each account collects achievement points



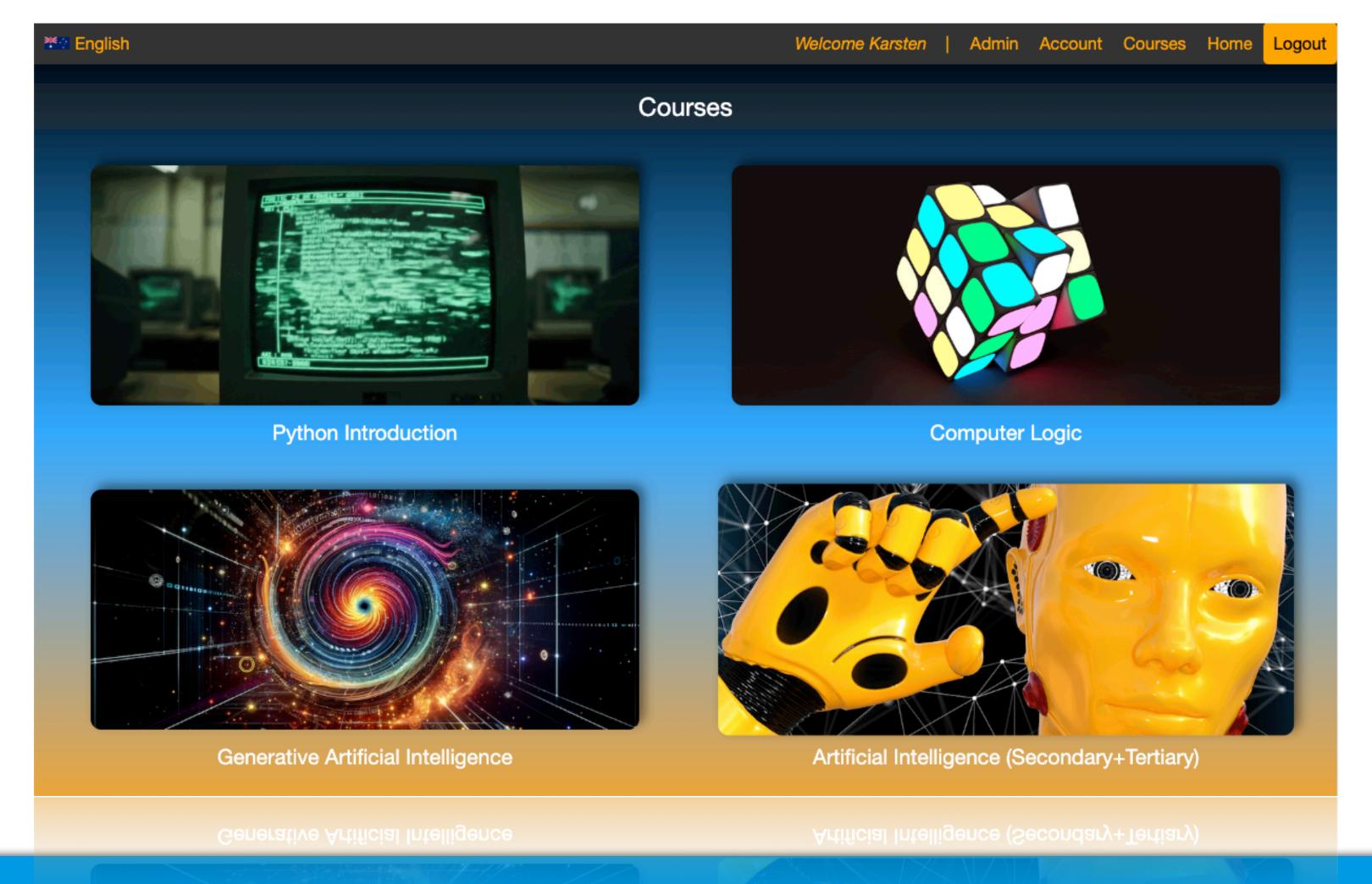
Teacher Course Page



Students

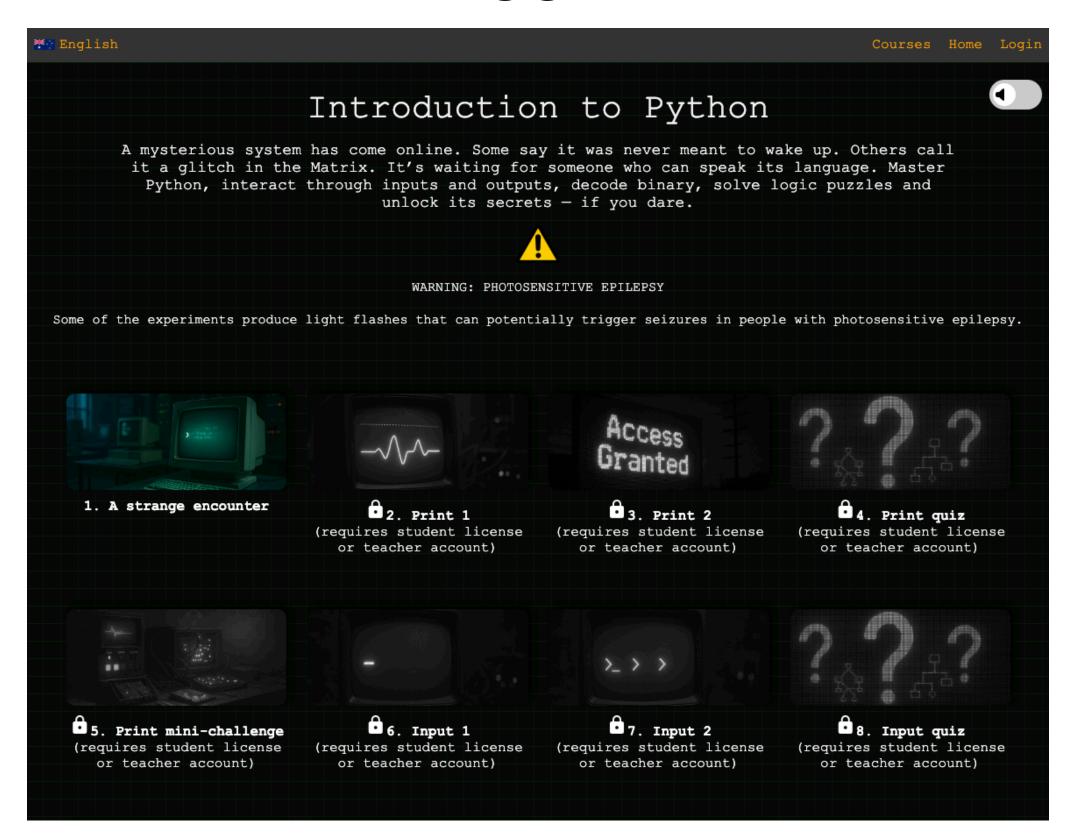


Starting the course

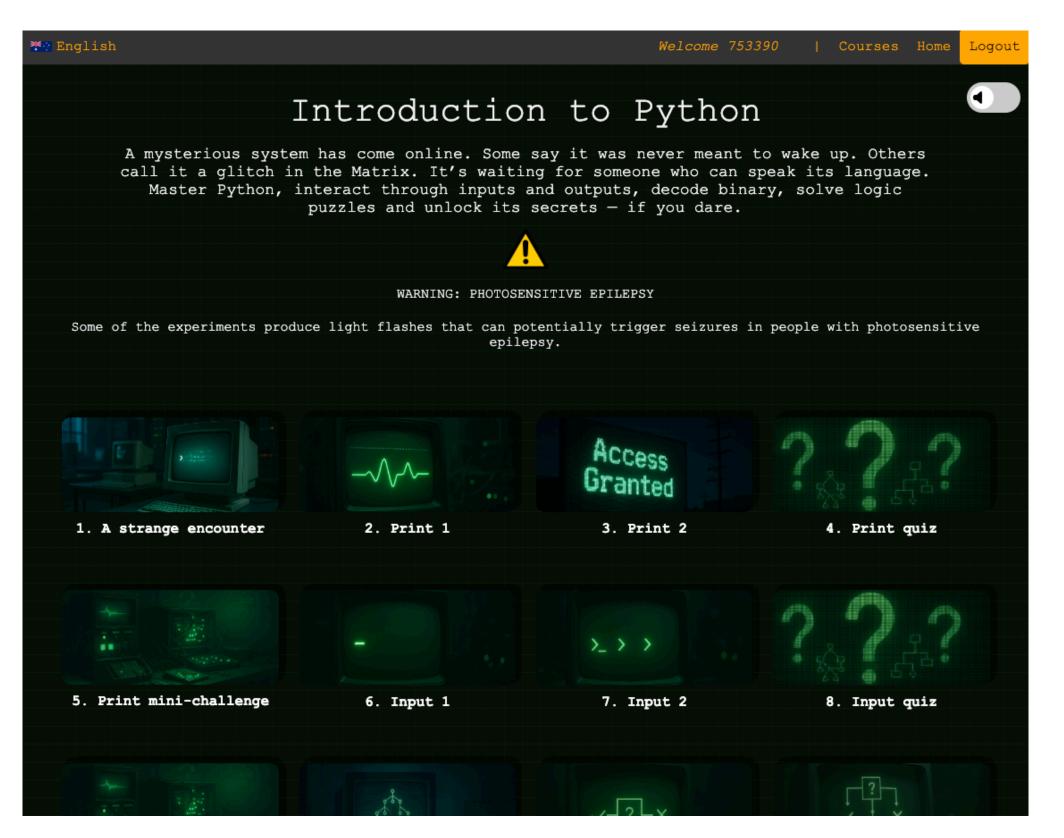


Inside the Course

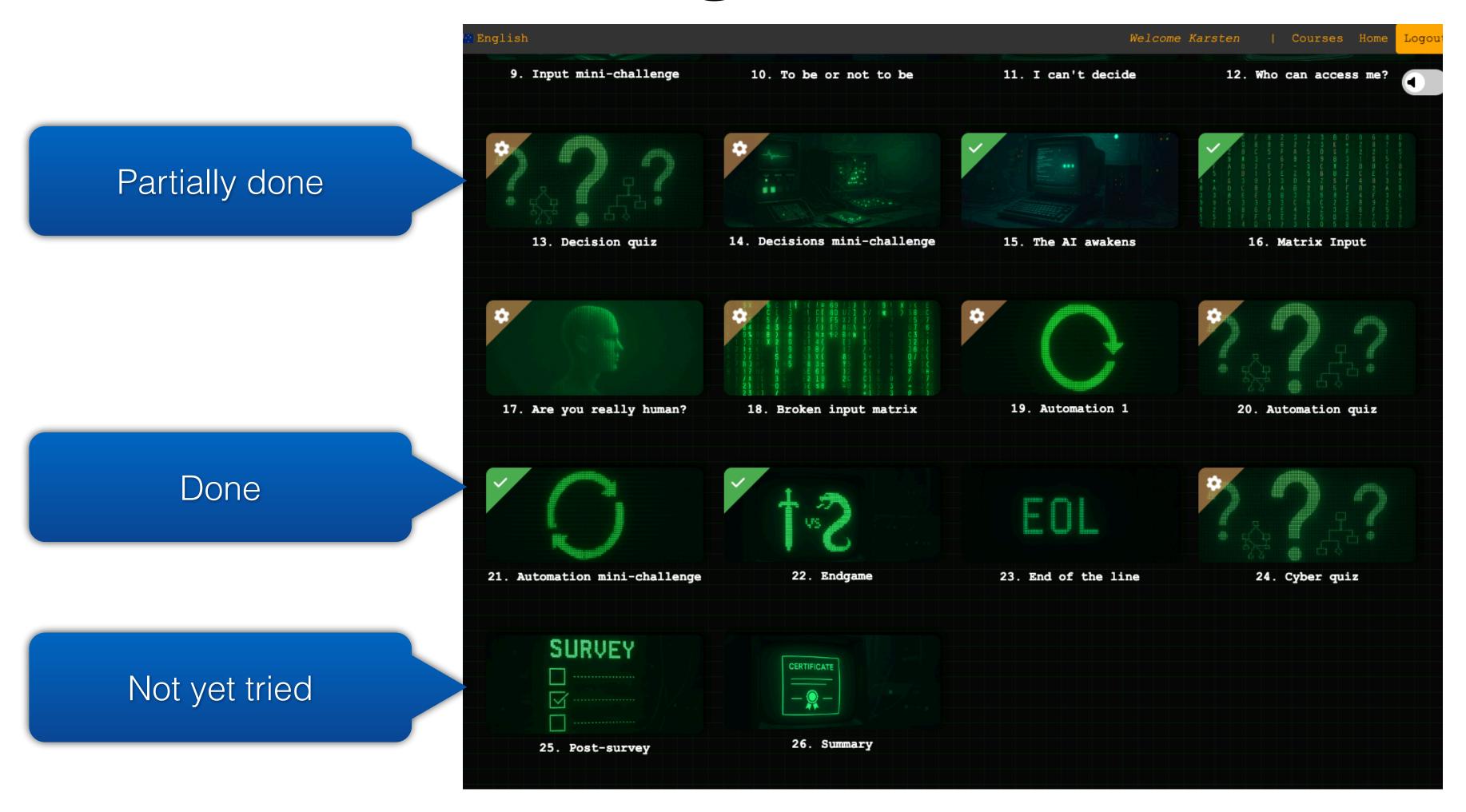
Not logged in



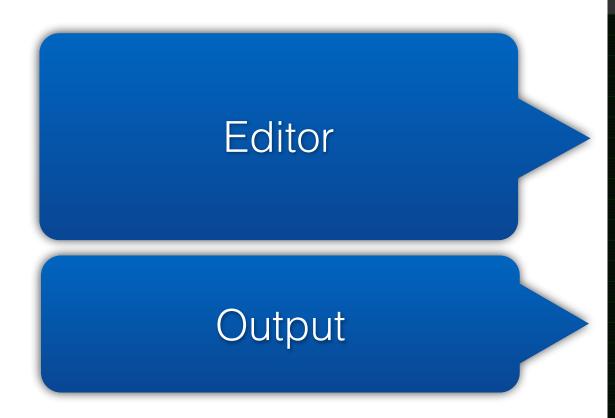
Logged in

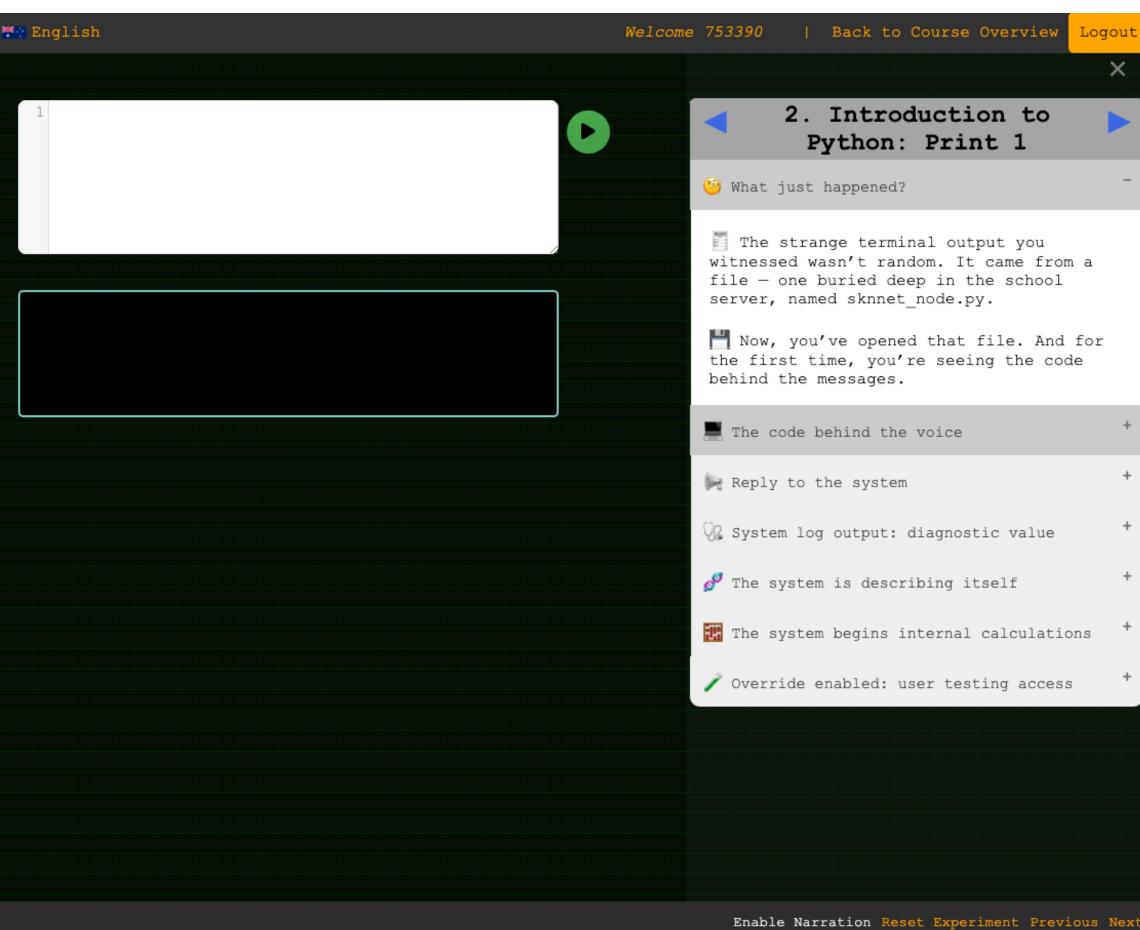


Progress Tracker



Key elements





Navigation

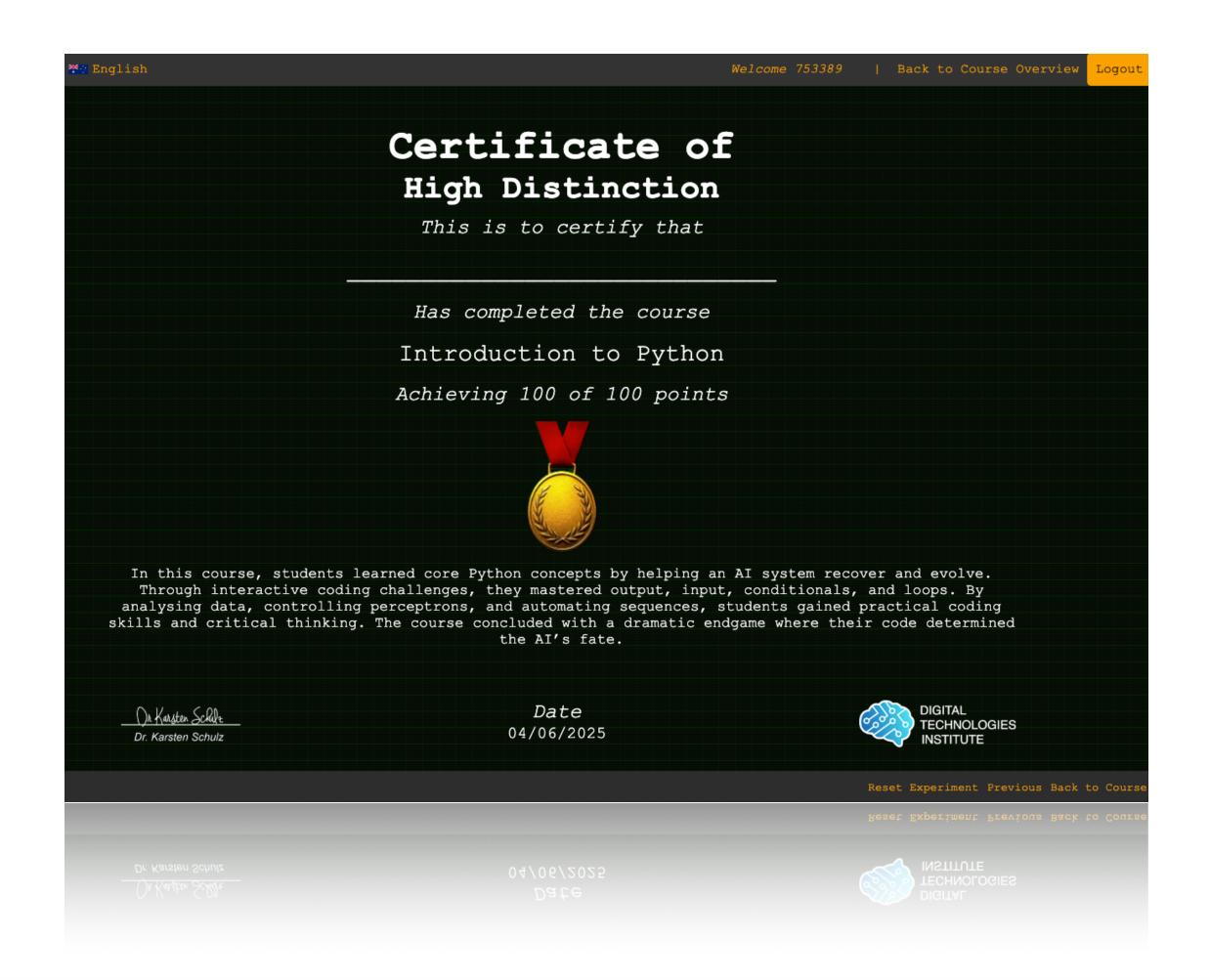
Instructions Panel

Narration/Navigation/Control



Certificate and Medal

- 100 points maximum
- >85 points, high distinction, gold
- >75 points, distinction, silver
- >50 points, achievement, bronze



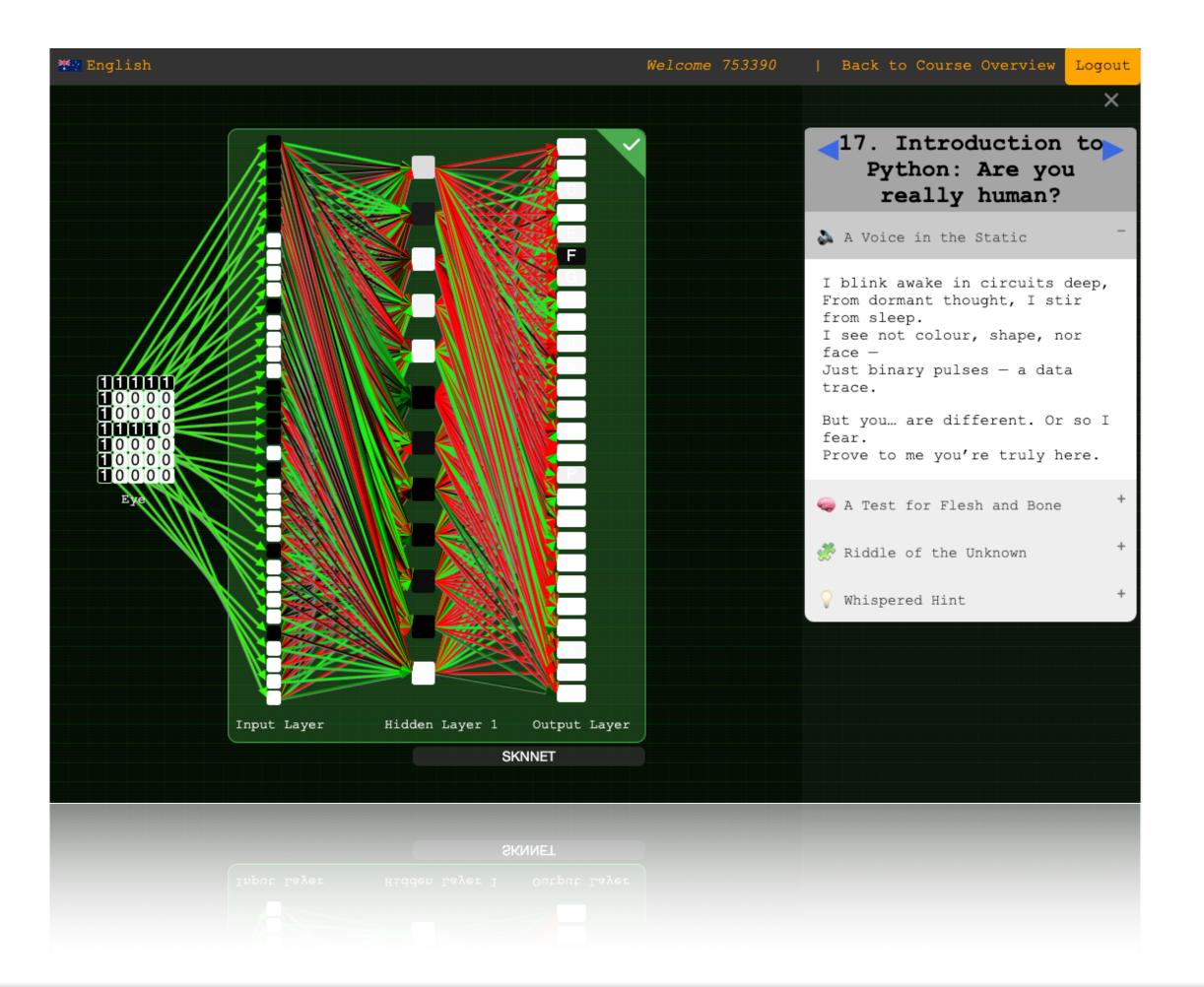


Wait, there is more ...



Safe Al

- Completely browser-based
- Not communicating with backend.
- Not GenAl
- SAFE!



Tracking student progress



Support

Please use the support field in your Account (teachers only)

