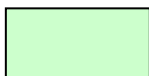


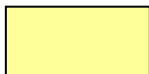
# CS15 TA Camp Schedule

## Guide:

The following are the general activity categories for C15 TA Camp. The highlighting colors will be used to visually represent where each specific activity falls and lays out the overall TA structure.



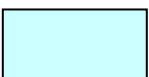
**General TA Training/Administration:** General behavior guidelines, delegation of tasks, student-TA interaction training, handling interaction with students outside of class, handling conflict, etc.



**Revisit Class Assignments/Handouts:** TAs must re-familiarize themselves with the class assignments and classroom materials so they are prepared to answers specific student questions during TA hours and labs.



**Specific TA Jobs:** Every TA has a specific job to help the Head TAs (HTAs) administer the course, including: preparing handouts, setting up classroom AV equipment, writing humorous short skits to lighten up the class, editing lecture slides, etc.



**Recruiting Students:** TAs encourage students (especially freshman) to take CS15, answer their questions, relieve their apprehensions about computer science, and raise awareness of the CS department as a whole.



**First Day Preparation:** Setting the tone for rest of the semester, the first day of class is one of the most important classes for CS15. A well planned and delivered first class can attract students who are undecided about the course. We want to make a good impression and encourage students who have never seriously considered computer science to continue attending class. The opening day skit is one of the main ways to get students engaged in the class. Often parodying the latest pop culture phenomenon (like Star Wars) while interweaving CS and TA humor, the opening day skit has been one Andy's favorite CS15 traditions for the last 20+ years.

	<i>Activity</i>	<i>Description</i>
<b>Day 1</b>		
10:00 – 11:00 am	Introductions and name games(s) go over TA Camp schedule go over CS15 TA Missive	The TA staff gets (re)-introduced to each other and the course. We go over the objectives for the next week and revisit the basic guidelines and rules associated with being a CS15 TA.
11:00 – 12:00 pm	Code LiteBrite and TAPlayhouse	Recode two introductory assignments to brush up on Java and refresh the primary CS15 concepts.
12:00 – 12:30 pm	Choose projects	TAs pick the assignments that they will specialize in. They will be the primary

		contacts for questions regarding those assignments, as well as lead the associated help-sessions and take care of updating and maintaining the source code and the handouts.
12:30 – 1:30 pm	Lunch	
1:30 – 2:30 pm	Read First Day skit and assign roles	Skits are an important part to making CS15 an enjoyable and entertaining class for everyone. Skits also serve to reinforce basic programming concepts.
2:30 – 3:30 pm	Introduction to Linux Tutorial	TAs go through the first lab to ensure clarity and usability of the assignment.
3:30 – 5:00 pm	Code Lab 2 Talk about lab	Head TAs lead lab 2 to demonstrate how to explain slide content, answer student questions, and facilitate class participation.
<b>Day 2</b>		
10:00 – 11:00 am	Talk about Lab 5 Code Shape class	Go over how to use Java Swing API to create 2D graphics in Java, as well as how to explain Java graphics to students.
11:00 – 12:30 pm	Code Cartoon	Recode the Cartoon project. <sup>1</sup>
12:30 – 1:30 pm	Lunch	
1:30 – 2:30	TA/Student Interaction	HTAs take turns playing a student role in order to instruct the TAs how to handle themselves during hours and outside of class.
2:30 – 4:00 pm	Code Swarm	
4:00 – 5:30 pm	Film Opening Day Skit	The opening day skit is a combination of live action <i>and</i> great film making.
5:30 – 6:00	Meet with TA Job HTA	TAs meet with their TA job HTA to discuss upcoming tasks and responsibilities.
<b>Day 3</b>		
10:00 – 12:30 pm	Code Tetris	Recode one of the more intensive programming assignments of the semester. It is very important for the TAs to fully understand the assignment, as students tend to struggle with it the most.
12:30 – 1:30 pm	Lunch	
1:30 – 4:00	Continue filming the Opening Day Skit	
4:00 – 5:30	Finish coding Tetris	
5:30 – 7:30	Meet with Andy Van Dam	Andy answers general TA questions, discusses his expectations for the semester, goes over general behavior rules and provides advice about handling the TA workload along with school commitments.

<sup>1</sup> Some specific TA jobs (i.e.: props TA, humor TA) have large time commitments during TACamp and take higher priority over recoding later programming assignments.

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**Day 4**

10:00 – 10:30 am	Card Access/I-9 forms	TAs get necessary building and room access and fill out I-9 forms.
10:30 – 12:30 pm	TA Jobs	TAs work on tasks associated with their specific TA job.
12:30 – 1:30 pm	Lunch	
1:30 – 5:00	TAs recruit in freshman dorms	TAs visit incoming freshman in their dorms to promote CS15.

**Day 5**

9:00 – 12:00	AV TAs go over classroom equipment with the AV HTA	CS15 uses lots of equipment for recording the lectures, displaying lectures for a 100+ class and running demos. The AV TAs are responsible for getting everything up and running every class day.
10:00 – 12:30 pm	Prepare for the first-day lecture	Go over TA introductions, how to handle after class Q&A, skit preparations, etc.
12:30 – 1:30 pm	Lunch	
1:30 – 4:00 pm	More Recruiting	The staff posters around campus and talks to interested students.
1:00 – 4:00 pm	TA jobs	TAs work on the tasks associated with their TA jobs under the supervision of their TA job HTA.

**Day 6**

12:00 – 2:00 pm	First day run – through	
2:00 – 4:00 pm	TA Jobs / Catch – up	Finish coding and TA job responsibilities
4:00 – 8:00 pm	BBQ at Andy's	Time to take a break from work!

**Day 7**

All day	Catch –up / Buffer Day	This is often a day to relax.
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**Day 8**

10:00 – 12:00 pm	Departmental UTA Orientation	Go over general rules and guidelines for being a CS Undergraduate TA at Brown University and representing the department.
9:00 – 11:00 pm	Final Skit Rehearsal / First Day run through	One more run through of the first day with the professor before classes begin.

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