



Bootstrap
 + computing creatively
 + thriving mathematically

Bootstrap: Video Game Programming with Algebra

June 8-9, 2017
8:00 a.m. Start

Breakfast and lunch will be served

UT-Austin Pickle Research Campus
 Commons Learning Center
 10100 Burnet Road, Austin, Texas 78758

PRESENTER

Emma Youndtsmith
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Bootstrap Regional Manager

AGENDA

DAY 1 – Thursday, June 8 2017	
8:00 a.m.	<i>Arrival and Breakfast</i>
8:30 a.m. (Lunch at 12:00 p.m.)	<ul style="list-style-type: none"> • Welcome/Introduction/Logistics/Agenda • "Why Is Algebra So Hard?" Cognitive Challenges Our Students Face • High-level Overview of Bootstrap • Game Graphics and Coordinate Planes • Order of Operations • Domain and Range • Simple Graphics • Intro to the Design Recipe
4:00 p.m.	<i>Adjourn</i>

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AGENDA

DAY 2 – Friday, June 9 2017	
8:00 a.m.	<i>Arrival and Breakfast</i>
8:30 a.m.	<ul style="list-style-type: none">• Review, Pedagogy• Intro to Word Problems• Practice with Word Problems
12:00 p.m.	<i>Adjourn</i>