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
emma@bootstrapworld.org
Bootstrap Regional Manager

AGENDA

DAY 1 – Thursday, June 8 2017

8:00 a.m.  Arrival and Breakfast

8:30 a.m.
(Lunch at 12:00 p.m.)

- 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.  Adjourn
**Bootstrap: Video Game Programming with Algebra**

### AGENDA

**DAY 2 – Friday, June 9 2017**

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
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<tbody>
<tr>
<td>8:00 a.m.</td>
<td><em>Arrival and Breakfast</em></td>
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<tr>
<td>8:30 a.m.</td>
<td>• Review, Pedagogy</td>
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<td>• Intro to Word Problems</td>
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<td>• Practice with Word Problems</td>
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<td>12:00 p.m.</td>
<td><em>Adjourn</em></td>
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