



Guide for Getting Started with Python in Pieces

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1. Introduction

Developed by 2Simple, Python in Pieces is a coding environment that has been designed to seamlessly transition students from block code, taught in primary school, to text-based coding, taught in secondary school.

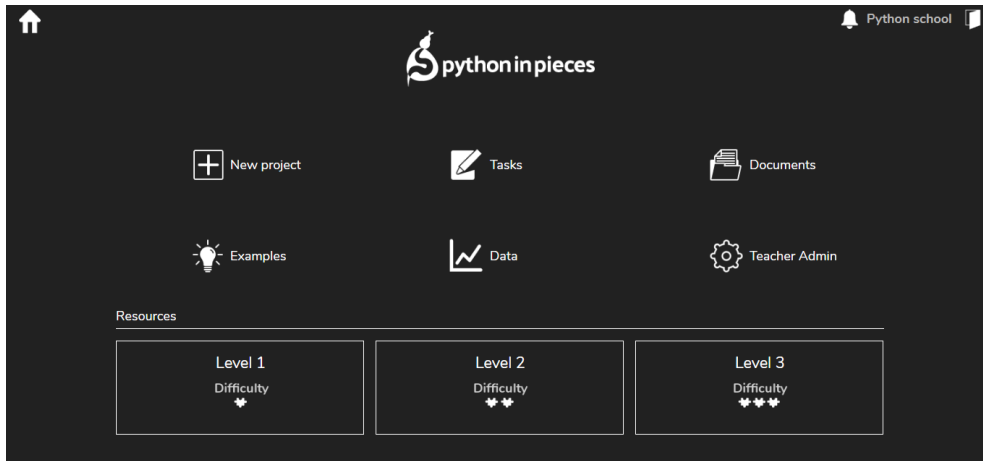
Complete with activities and resources, Python in Pieces will allow students to learn the coding language of Python whilst enabling both specialist and non-specialist teachers to teach the computing curriculum with confidence.

This user guide is designed to be a quick start guide. For more detailed guidance additional user guides are available on Python in Pieces in the Teacher Admin area.

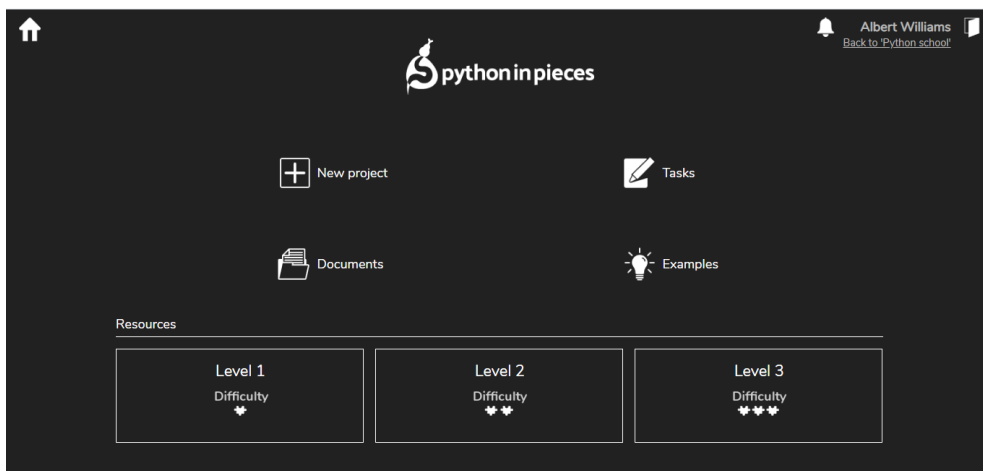
2. Navigating the Python in Pieces Home Screen

Once logged into Python in Pieces you can access the Python in Pieces Home Screen. There are two different Python in Pieces Home Screens. Teachers can access two additional areas- Data and Teacher Admin.

- Teacher view



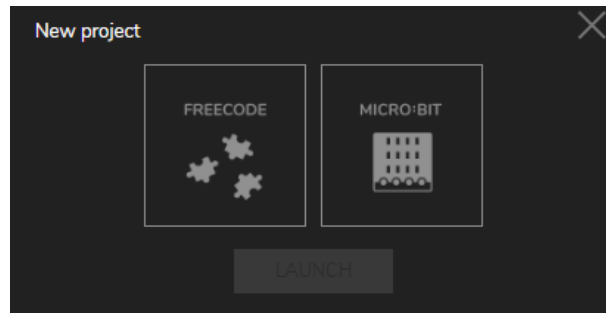
- Student view



2.1 New Project

Allows the user to create a new project. There are two options a new project.

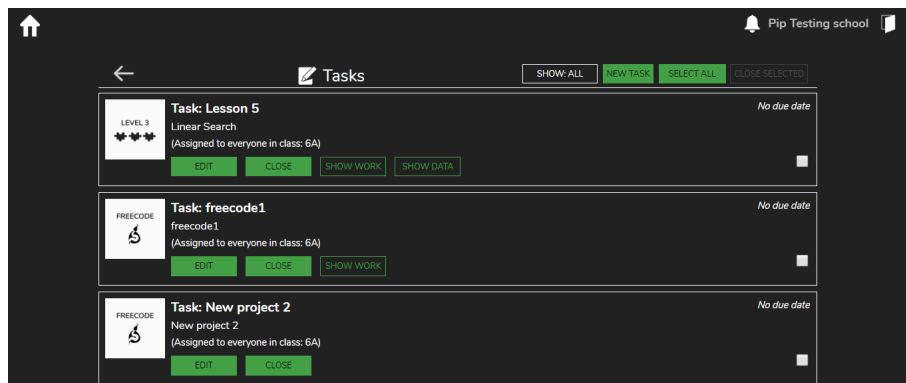
- Freecode
- Micro:bit



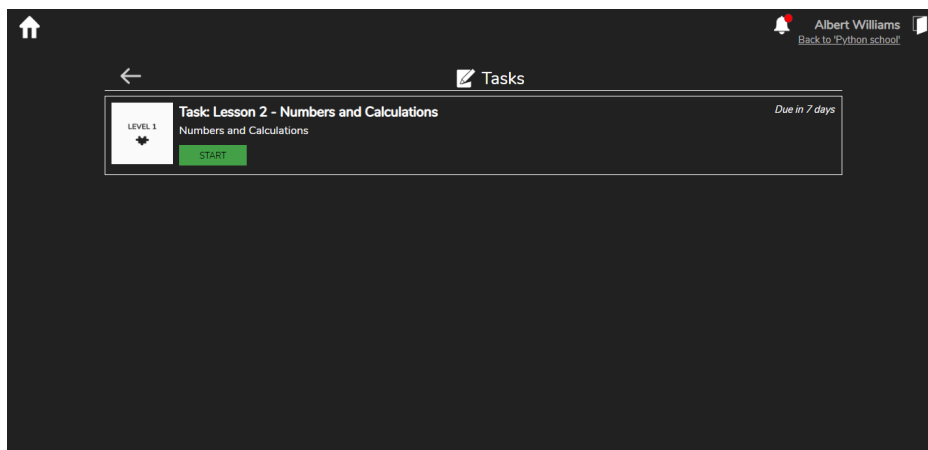
2.2 Tasks

As a Teacher the Tasks area allows you to view tasks the have been assigned to your class. Both open and closed tasks can be viewed.

New Tasks can also be set from this area.

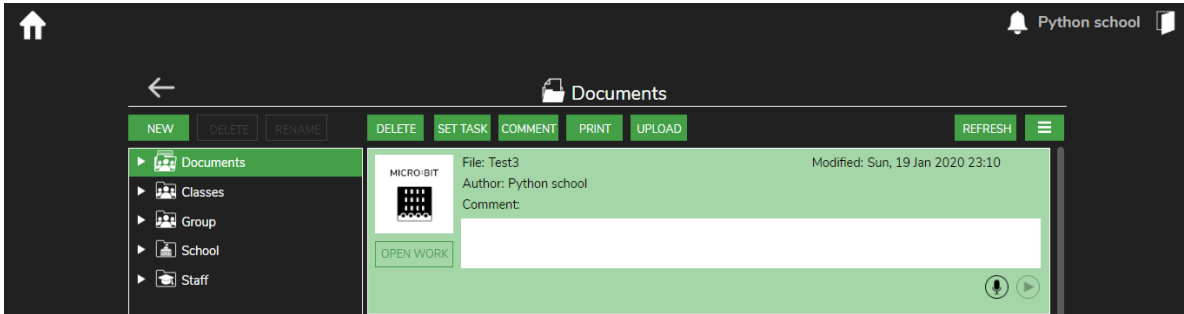


As a student the Tasks area allows you to view tasks that have been assigned to you.



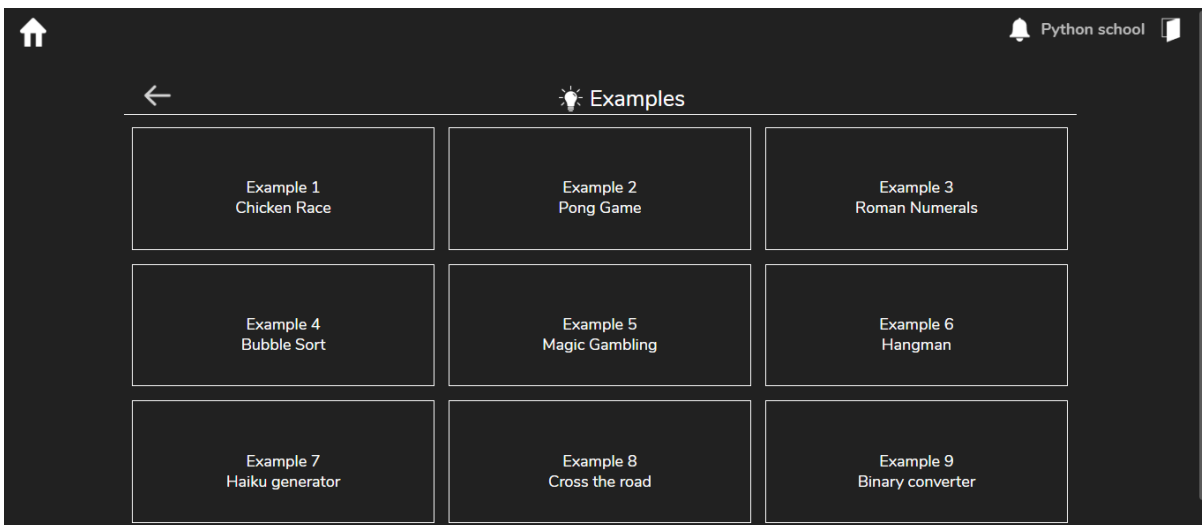
2.3 Documents

The Documents area allows teacher and students to view any Documents that they have created.



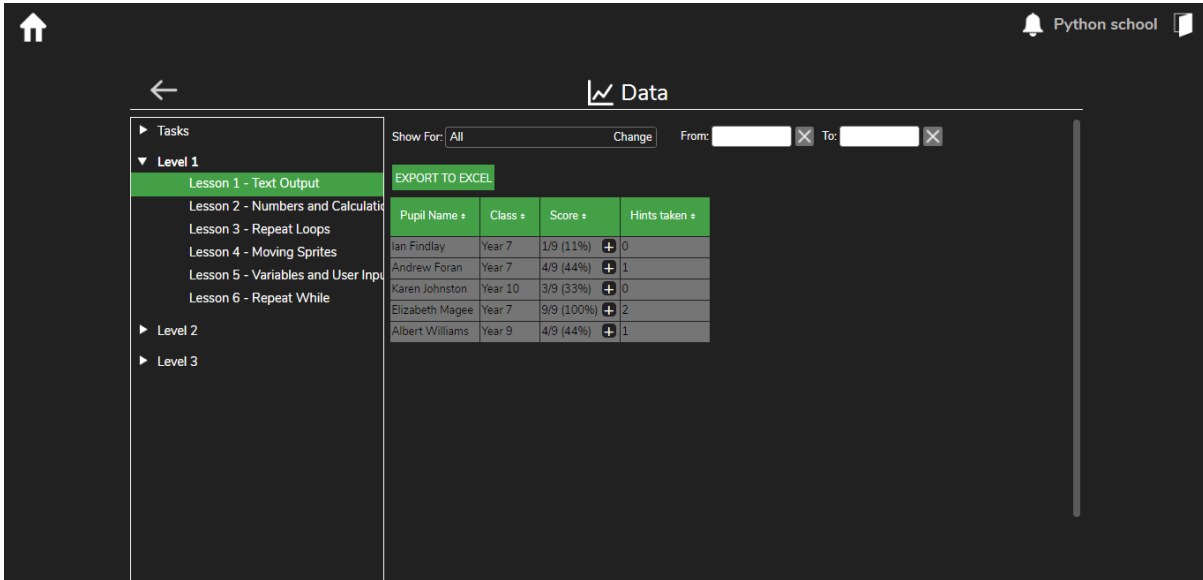
2.4 Examples

The Examples area of Python in Pieces allows users to see what can be achieved in using Python in Pieces. The examples given are a range of programs and games.



2.5 Data (Only visible to teachers)

The Python in Pieces Data area is designed to show teacher how students are progressing within tasks and the readymade lesson resources.



The screenshot shows the 'Data' section of the Python in Pieces interface. On the left is a navigation menu with 'Tasks' expanded to 'Level 1', listing lessons 1 through 6. The main area displays a table of student performance for 'Lesson 1 - Text Output'. Above the table are filters for 'Show For: All' and date range 'From: [] To: []'. An 'EXPORT TO EXCEL' button is visible above the table header.

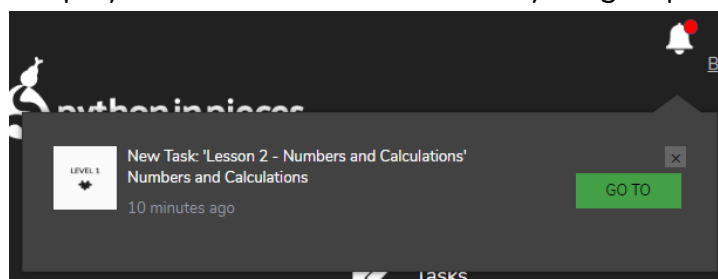
Pupil Name	Class	Score	Hints taken
Ian Findlay	Year 7	1/9 (11%)	0
Andrew Foran	Year 7	4/9 (44%)	1
Karen Johnston	Year 10	3/9 (33%)	0
Elizabeth Magee	Year 7	9/9 (100%)	2
Albert Williams	Year 9	4/9 (44%)	1

2.6 Teacher Admin (Only visible to teachers)

The Teacher Admin area allows teacher to complete administration tasks such as creating and managing users, printing student login card and viewing user guides and solutions.

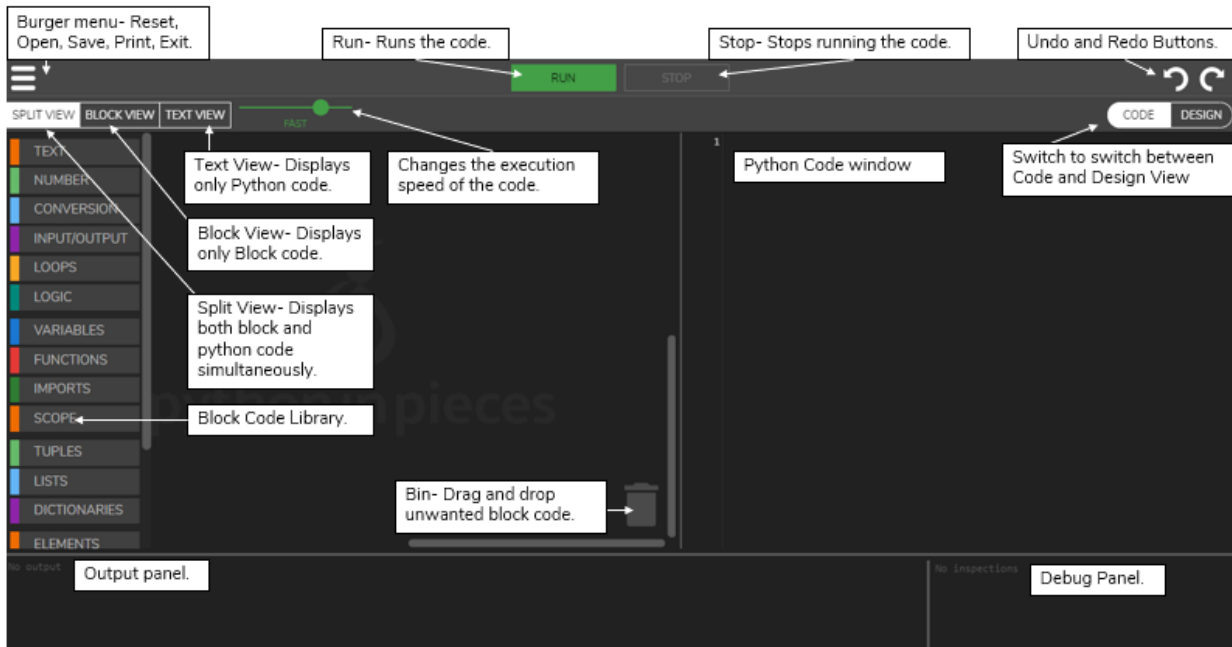
2.7 Notifications

The notification icon displays with a red dot if there is anything requiring your attention.

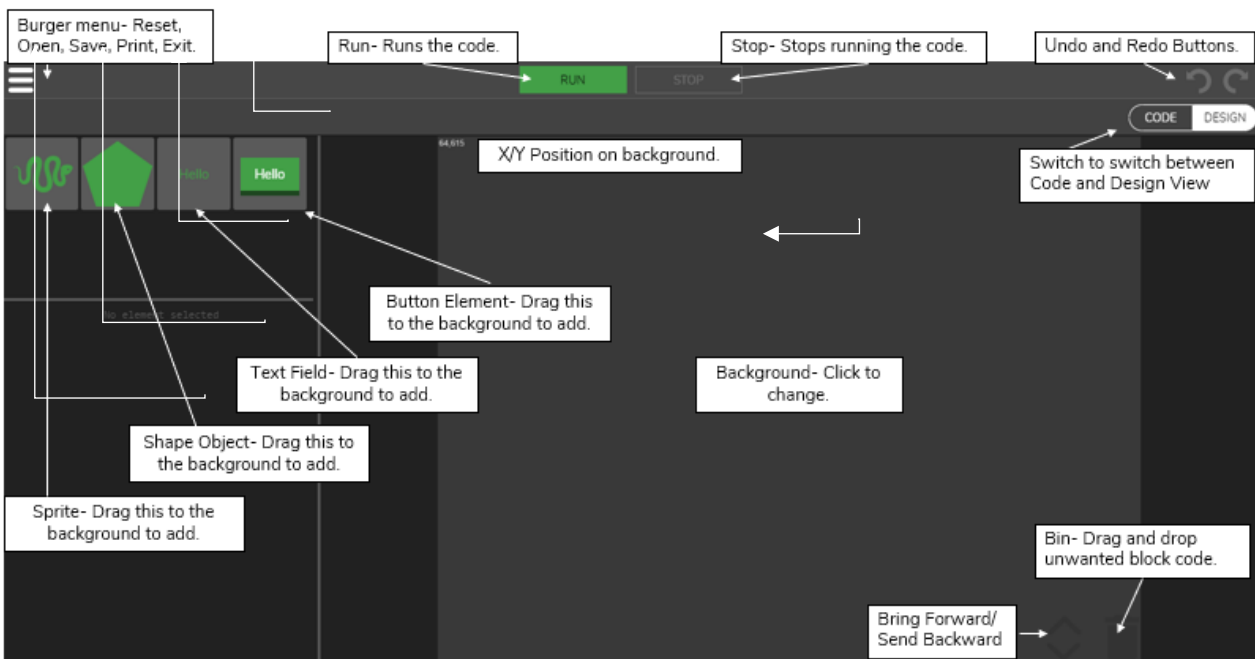


3. Navigating the Python in Pieces Coding Environment

3.1 Code



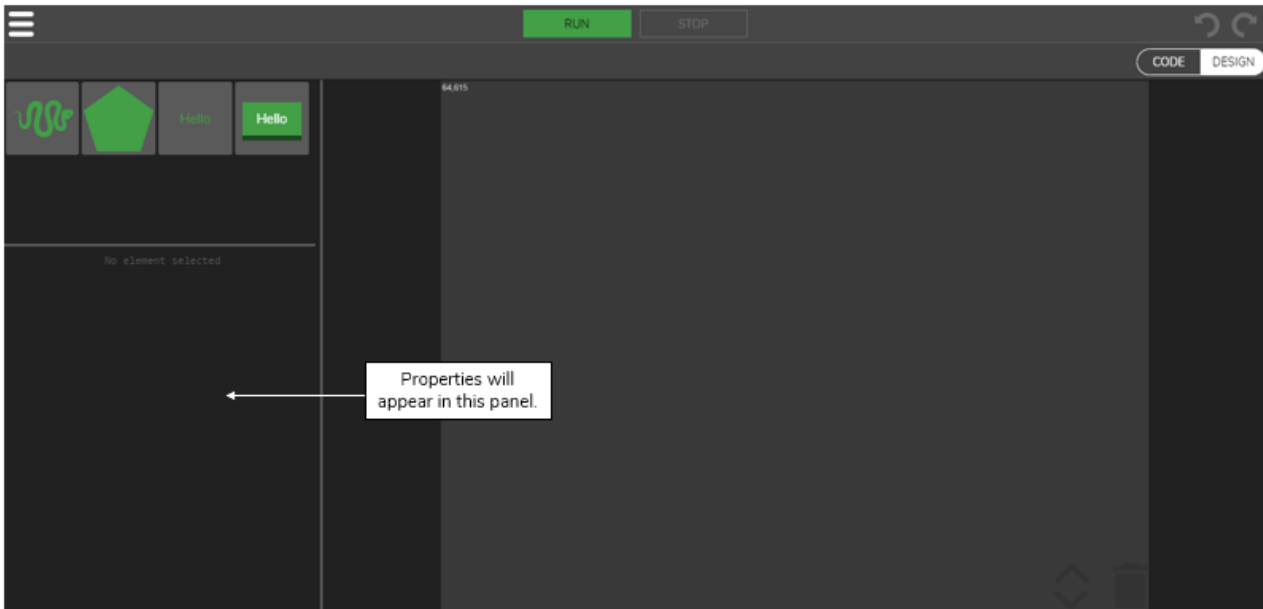
3.2 Design



3.3 Element/Background Properties

Any elements added in design view will populate in the coding view.

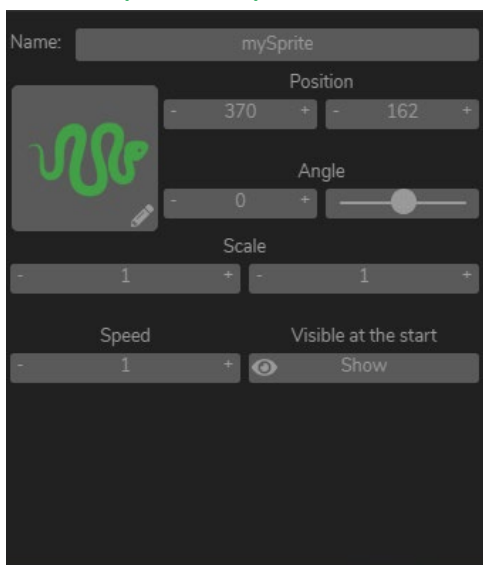
To edit the properties of the different elements and background, click on the element. The properties for the element will appear in the bottom left panel.



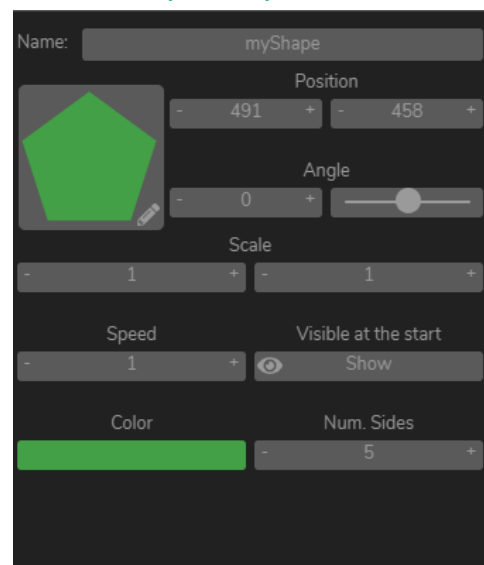
The property panel will change depending on the element/background selected. See beneath.

To change the image of a sprite or background click the pencil on the image in the element property panel.

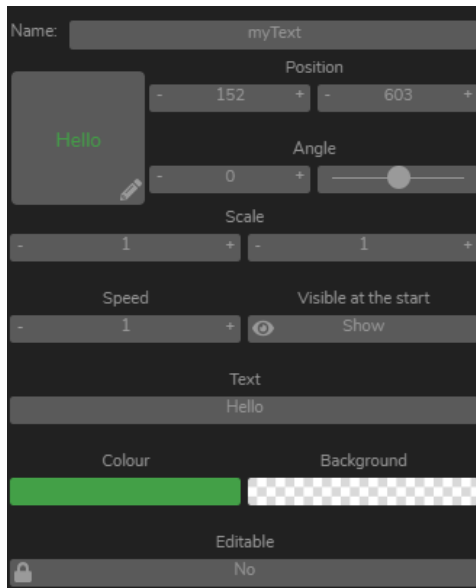
Sprite Properties



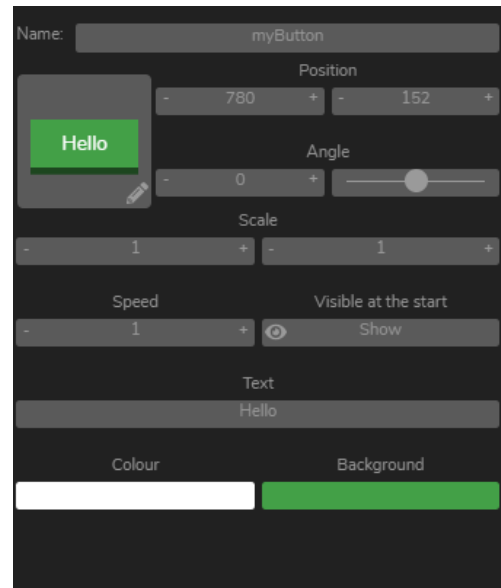
Shape Properties



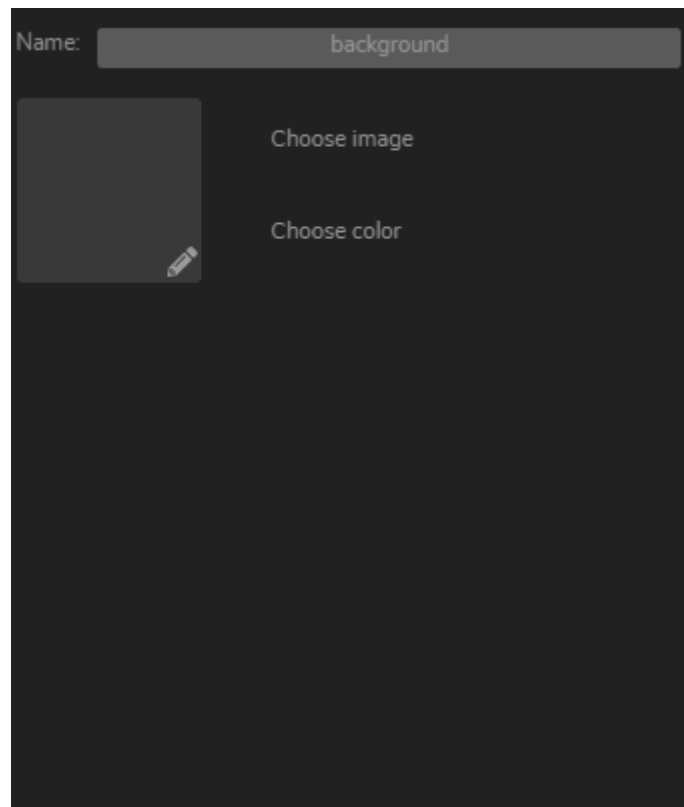
Text Field Properties



Button Properties



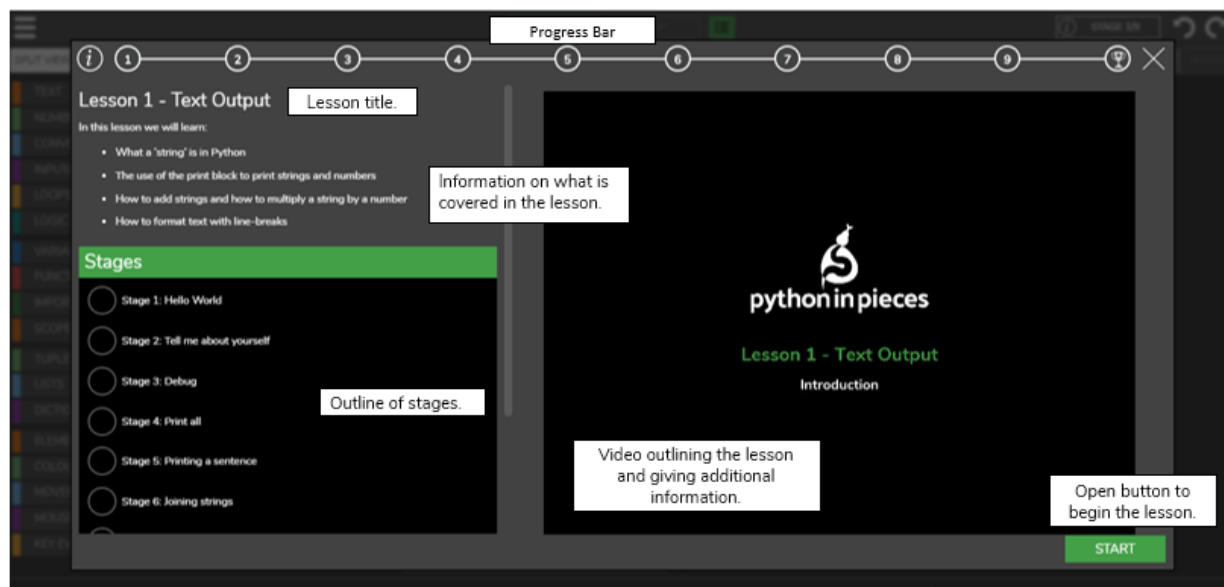
Background Properties



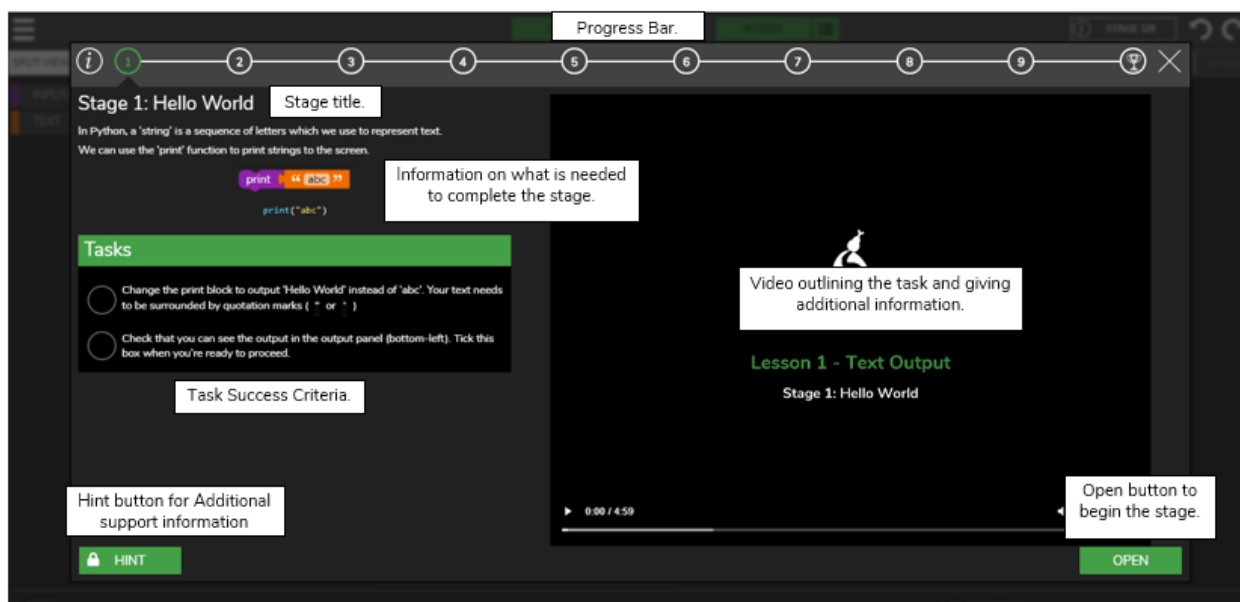
4. Navigating the Python in Pieces Lessons

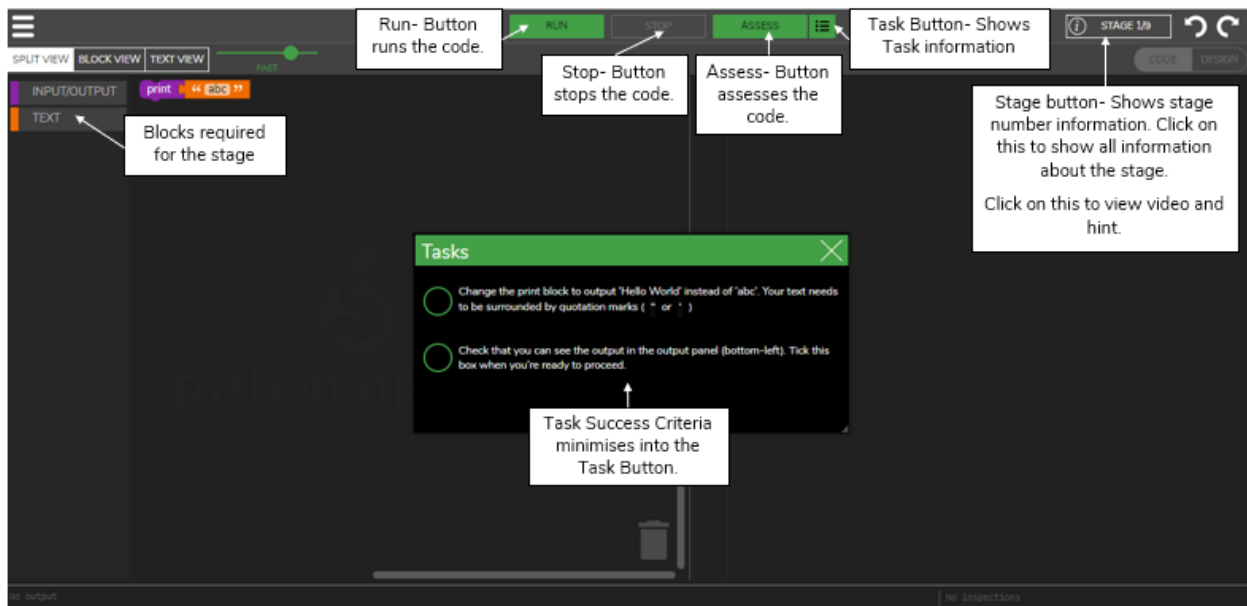
Python in Pieces lessons are split into several stages.

When opening a lesson, the first screen will outline what the lesson covers and of the different stages contained within the lesson. Click 'Start Lesson' to begin.

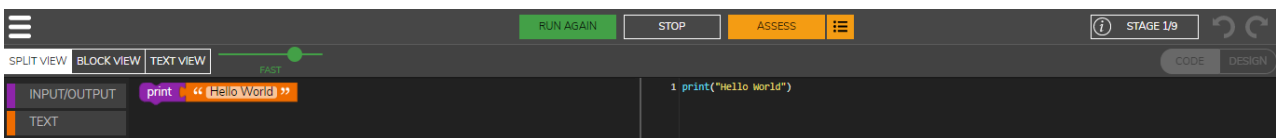


The next screen details what will be covered in the stage. Click 'Open' to open the stage.

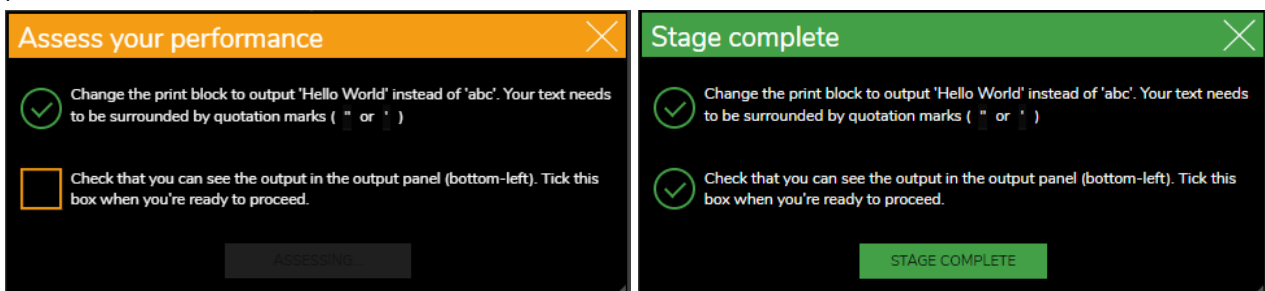




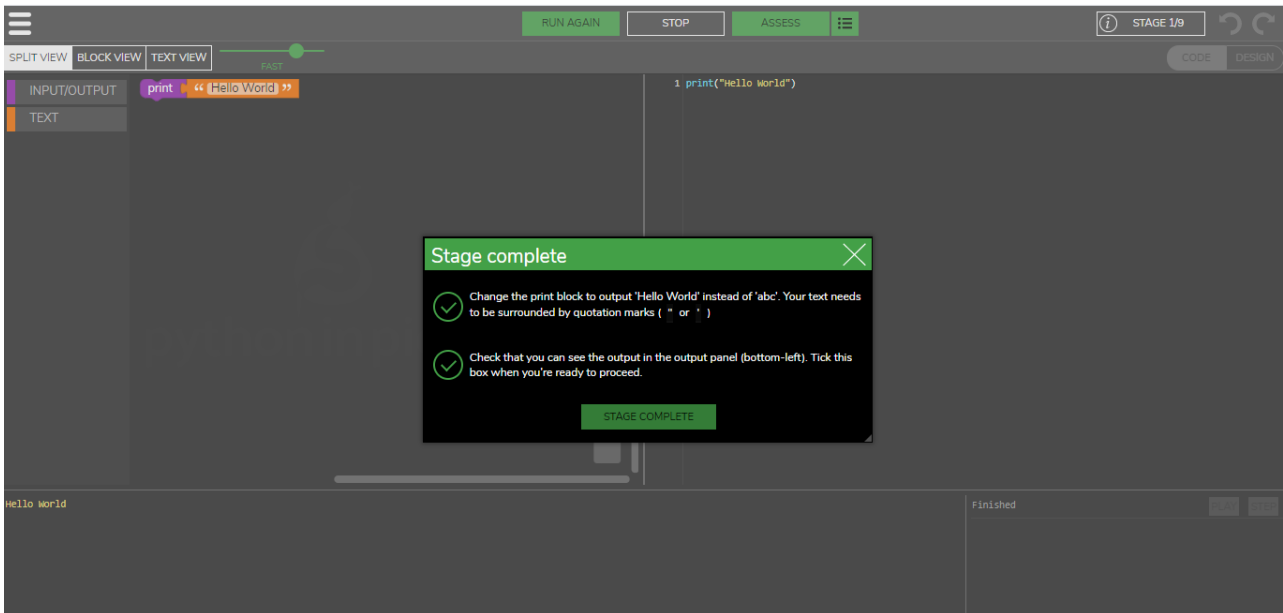
When the 'Run' button is clicked it dynamically changes to 'Run again'. Two further buttons also become available. 'Stop' stops the code from running. 'Assess' checks and assesses the code.



Some code requires the user to self-assess their performance. To do this click on the question mark- See beneath.



Python in Pieces informs the user when the code is assessed correctly.



Clicking 'Stage Complete' takes the user on to the next stage.

