

WELCOME TO THE CODING SHOW

With your host, Mr. Kim



Please take a seat at any open desk



School Year 2022-2023: Back to School Night @ LJMS

Coding and Innovative Technologies

I & II

Mr. Philip Kim



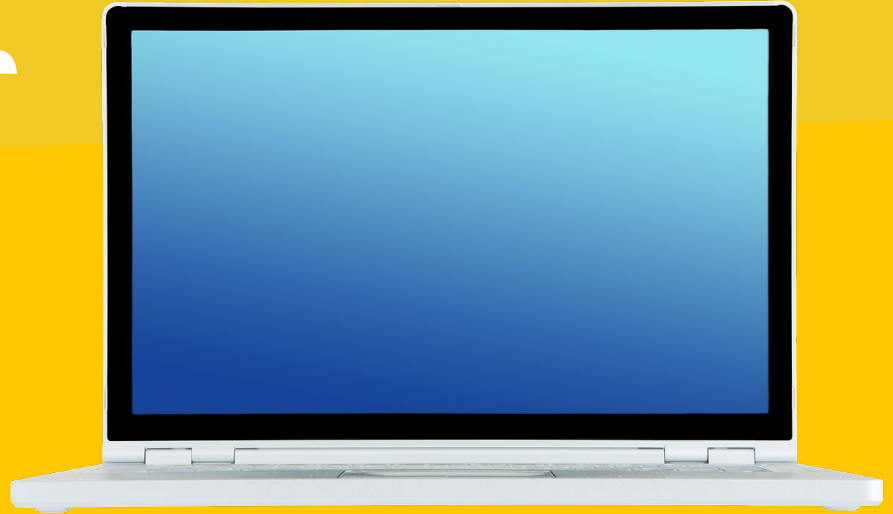
BTSN Schedule

1st pd	6:00-6:10
3rd pd	6:16-6:24
5th pd	6:30-6:38
7th pd	6:44-6:52

2nd pd	6:58-7:06
4th pd	7:12-7:20
6th pd	7:26-7:34
8th pd	7:40-7:48

Consent for Digital Use

**Please use the QR
codes on your desks**



PHILIP KIM

Coding (I/II)

About Me:

- 8th year at LJMS
- Lived in Los Angeles and New York City (1996-2013)
- Worked in journalism and television production prior to teaching

My Goals:

- Increase technical literacy and introduce students to real-world skills that are commonly found in the modern workplace
- Teach the importance of proper writing in relation to success in business
- Build and bolster positive relationships with students
- Be an ally to parents

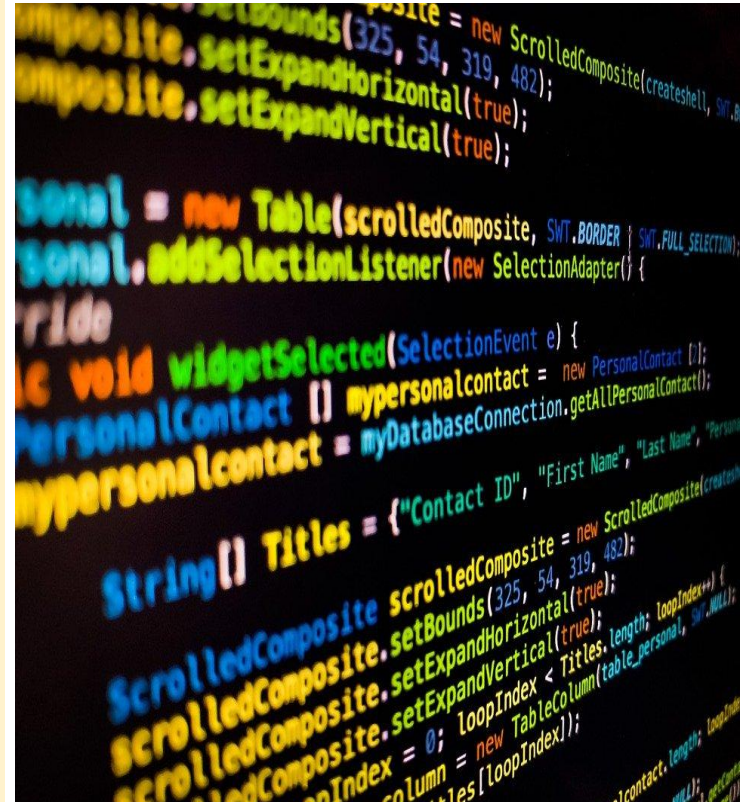


Fun Fact:

Attended Jackson in 7th/8th grade!

Coding and Innovative Technology

- ❑ Coding and Innovative Technologies is a semester-long course where students are introduced to new and emerging technology through hands-on projects.
- ❑ Students will learn introductory coding concepts through a variety of apps and interactive web sites
- ❑ In addition, students will actively use technology to complete small group or individual projects
- ❑ Students become confident in their ability to program and are prepared to use tools that are becoming standard in the workplace and in everyday life
- ❑ Cybersecurity, website creation, practice ergonomic guidelines, troubleshoot computer problems, and manage computer files.



```
ScrolledComposite scrolledComposite = new ScrolledComposite(creatureshell, SWT.  
scrolledComposite.setBounds(325, 54, 319, 482);  
scrolledComposite.setExpandHorizontal(true);  
scrolledComposite.setExpandVertical(true);  
  
PersonalContact [] mypersonalContact = new PersonalContact [];  
personalContact.addSelectionListener(new SelectionAdapter() {  
    @Override  
    public void widgetSelected(SelectionEvent e) {  
        PersonalContact [] mypersonalContact = new PersonalContact [];  
        mypersonalContact = myDatabaseConnection.getAllPersonalContact();  
  
        String[] Titles = {"Contact ID", "First Name", "Last Name", "Personal  
        ScrolledComposite scrolledComposite = new ScrolledComposite(creatureshell,  
        scrolledComposite.setBounds(325, 54, 319, 482);  
        scrolledComposite.setExpandHorizontal(true);  
        scrolledComposite.setExpandVertical(true);  
        int loopIndex = 0; loopIndex < Titles.length; loopIndex++) {  
            TableColumn tableColumn = new TableColumn(table_personal, SWT.NULL);  
            tableColumn.setText(Titles[loopIndex]);  
        }  
    }  
});
```

SEPTEMBER

Lesson 1: Intro to Problem Solving (Aluminum Boats)



Lesson 2: The Problem Solving Process



Lesson 3: Deductive Logic



Lesson 4: What is a Computer?



Lesson 5: Input/Output



Lesson 6: Processing

Lesson 7: Storage

Lesson 8: Project

What else are the kids learning?



Executive Function

Problem solving, prioritizing, time management



Teamwork

REALLY working as a team.



Communication

Expressing your needs appropriately



Creativity

Story development



Critical Thinking

How can you get it to work?



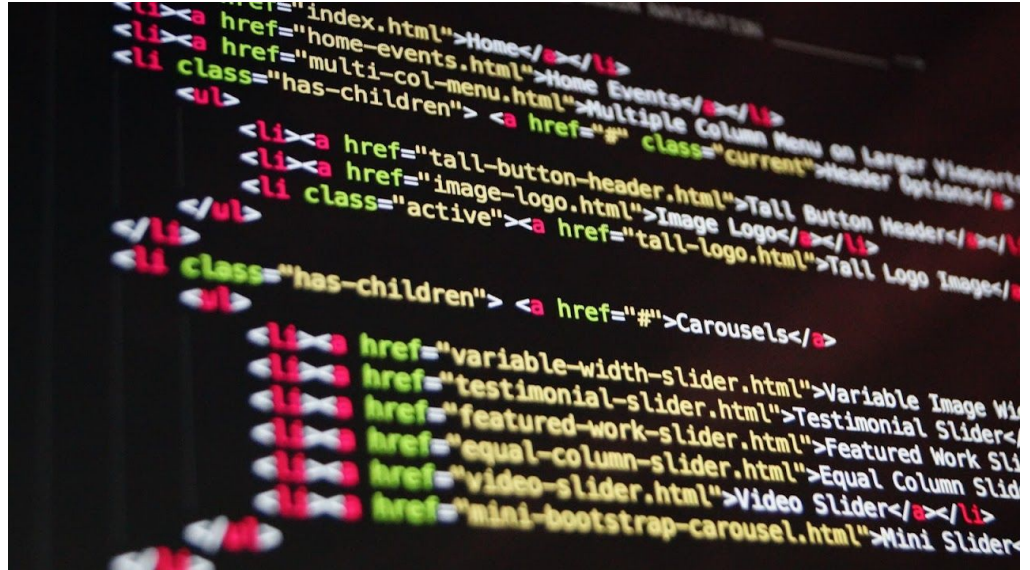
History

Who did this first?
What happened then?



History of A.I.

- Smart machines have fascinated people for ages, with philosophers thinking about it and writers such as Jules Verne writing stories about these "human" machines.
- A.I. requires computing power, which hindered it from becoming a reality till the late twentieth century, when computers became powerful enough to run the artificial intelligence algorithms.



THOUGHTS ABOUT SMART MACHINES

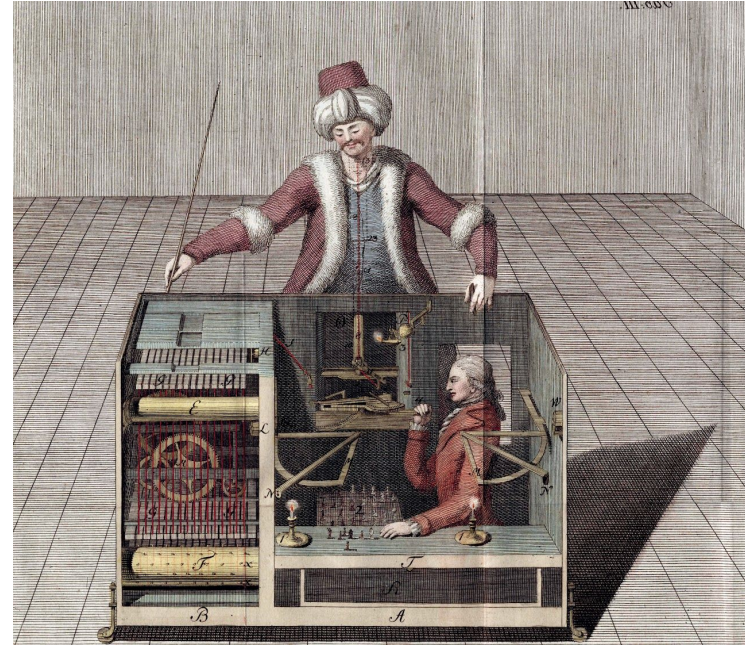
(Up To 400 C.E.)



- The first references to smart machines were in Greek mythology
 - Hephaestus, the god of metalworking, created intelligent robots, such as Talos and other artificial beings.
- Sacred mechanical statues in both Greece and Egypt were worshiped since they were believed to have emotions and wisdom.
 - They were believed to have these human traits because humans were supposedly able to harness and discover the true nature of gods, and reproduce it in these mechanical beings.
- This connects to A.I. because this was the start of the belief in these smart machines capable of human thought.

A.I. Makes Its "Debut" (1750-1800)

- The first believable A.I. was invented by Wolfgang von Kempelen in the 1769 when he created a chess playing machine named the Turk
 - Turk won many chess games and toured the world and amazed many people.
- It was a machine that uses gears to make a fake automaton move and play chess, with elaborate gears in the front
- It was later proven to be a hoax when it was learned that there was a master chess hidden in the back controlling the machine.
 - Although it was a fake, this was the first believable machine that possessed artificial intelligence, leading to a growth in interest for these "smart" machines.



A: Yes. It's the next logical step. We must keep pushing boundaries no matter th... 2



B: No. Research into A.I. must be stopped immediately. It's too dangerous! 2



C: Yes, but slowly -- And only after we see what other countries do first 8



D: Yes and No. I have mixed feelings 13



Communication Protocols

- ❑ All teachers can be reached through the main office at (703) 204-8100. Please note that there will be a delay in responding to phone calls during the school day.
- ❑ My preferred (and the most efficient) mode of contact is email. I can be reached at pkim@fcps.edu. I typically respond within 24 hours



Thank you for coming!

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