**FABLE – Training Faculties on Blended Learning**

Erasmus+ project

**Library of blended and online learning courses and teaching sessions:** Success stories, best practices and cautionary tales from the academia.

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| Name of the course | | | **Data Structures** | | | | | |
| Amount of course credits in ECTS | | | | | | | **6 ETCS** | |
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| **Select one:** Is this observation | **Positive**: A Success story or best practice? | X | | **Neutral**: General observation? |  | **Negative**: A Cautionary tale? | |  |
| Major the course is related to | | | Computer Science, Programming, Abstract Data Type | | | | | |
| Please give a short description of the course structure (number of lectures, weeks, online events…) | | | This course is organized in 15 weeks of online sessions. Week sessions are focused on learning java and understanding the structures to programming them in Java. Some of these sessions have double duration in order to solve exercices or doubts from students after the expected content each week. | | | | | |

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| Please give a short description of this case: |
| Programming is a hard discipline which needs a lot of practice in order to be able to abstract a problem and to translate it into lines of code. A good way to ease the process is sharing the screen while explaining the language to allow them to see how the system behaves, what options it offers to help the programmer; and/or showing diagrams and examples of how the structure works: "if we have this set of elements to be stored, let's see how the structure will manage them". |
| Which teaching tools, services, applications and software solutions were used? |
| Eclipse, java, powerpoint |
| What are the most important lessons learned from this course? (Both in negative or positive viewpoint, if there are any) |
| In order to understand how to translate structures to code, students need to get used to using the programming language. Practical sessions to show what errors the compiler can throw and how / why to translate the real world elements to programming language, help students to improve their performance. Examples and practice sessions help students to understand what can happen while programming, what that means and how to solve it. Even better if they can see how structures work by debugging the code. |
| If you have additional notes or comments, or want to provide a link to online materials, please put them here: |
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