Course Title:  Introduction to Python Programming

Course Description:  
Getting started with the popular open-source, object-oriented programming language.

Course Prerequisite(s):  
Familiarity with object-oriented programming language

Course Objectives:  
Demonstrate basic Python programming skills: syntax, statements, expressions, methods and implementation.

Next Class Possibilities:  
Java Core

Textbook(s):  
Python Programming for the Absolute Beginner, 3rd Edition  
Course Technology PTR; ISBN: 978-1435455009

Lesson Plan – by week or session
Session 1:  Getting Started: The Game over Program Types, Variables, and Simple I/O: The Use less Trivia Program
Session 2:  Branching, while Loops, and Program Planning: The Guess My Number Game
Session 3:  for Loops, Strings, and Tuples: The Word Jumble Game
Session 4:  Lists and Dictionaries: The Hangman Game
Session 5:  Functions: Tic-Tac-Toe
Session 6:  Files and Exceptions: The Trivia Challenge Game
Session 7:  Software Objects: The Critter Caretaker Program
Session 8:  Object-Oriented Programming: The Blackjack Game  
GUI Development: The Mad Lib Program