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YarpTp Notebooks a Tool for Teaching Programming

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Abstract

This article shows the design, structure, and part of the functioning of YarpTP Notebooks, as a pedagogical proposal that has been evolving from the experience in the teaching practice of the course Fundamentals of Programming. It seeks to encourage students in the teaching of programming through interactive booklets designed with Jupyter Notebooks which, when executed, can control physical components (in this case, vehicles on a reduced scale). The student assumes a participatory role through these interactive booklets that leads them to develop a process of reflection on what, how, when it does it and what results it achieves with these. Analyzing the information received allowing you to identify and apply variables, expressions and general syntax of the Python language that leads them to understand a program, test the program, evaluate the data and the associated behavior to continue improving their development until formulating coherent and/or associated conclusions with the desired competencies in the course of Fundamentals of Programming. © 2019 IEEE.

Author keywords