



# Pedagogy

The study of teaching

A photograph of two men in a classroom or workshop. One man, wearing a black t-shirt, is leaning over and looking at a laptop screen. The other man, wearing a black and white striped shirt, is sitting at the desk and looking up at the first man. The background is slightly blurred, showing other people and a wall with colorful sticky notes.

<**CODE**>**YOUR  
FUTURE**

We teach people who  
**don't** have access to  
traditional education  
**how to code**

**How can we do  
more with less?**

Mentoring

Code reviews

Pairing

Coaching

Steering a colleague  
away from a dead end

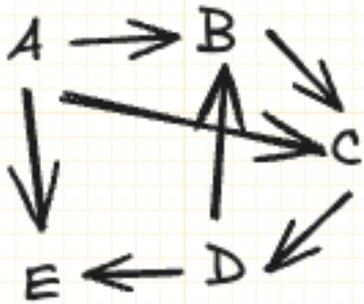
Lunch-and-Learns/Brown  
bags

Annual review feedback

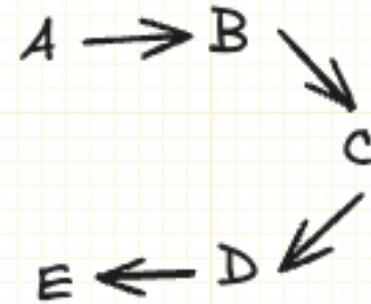
**Yes, you are teaching!**

1. Understand your learners
2. Structure their learning plan
3. Deliver teaching

Expert



Non-expert



# Mental models

Get your coaching hat on

Be patient! Try not to jump in with  
answers

Questions not landing? Get more  
precise

# Mental models

Learning techniques that work for experts  
don't work for non-experts

# Expertise reversal effect

Get practical

Encourage experimentation

Practice empathy

**Expertise reversal effect**

Outcomes  Learning objectives

A statement that clearly describes what we expect to achieve after teaching

# Backward design

Outcomes  Learning objectives

- Multi-page apps 
- Interpret requests in browser dev tools
  - Identify components of HTTP requests/responses
  - Simulate requests with cURL
  - ...

# Backward design

Working  
memory

Long term  
memory

**Working memory**

Understand Structure **Teach**

Working memory is limited to  
between  $7 \pm 2$  chunks

# Working memory

Cognitive load is the  
mental effort required to  
solve a problem

# Cognitive load

cat in tree  
Cat in tree  
Cat in tree.  
The cat in the  
tree.

# Cognitive load

Level 1

```
print Hi there, programmer!  
print Welcome to Hedy!
```

Level 2

```
name is Hedy  
age is 15  
print name is age years old
```

Level 3

```
animals is dogs, cats, kangaroos  
print animals at random
```

# Cognitive load

Stay focused on 1 - 2 learning objectives

Use predictions to check progress

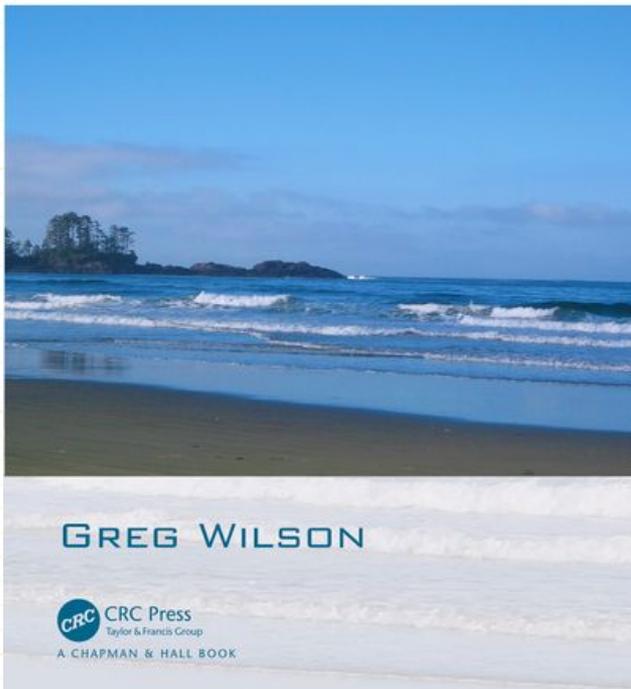
Write things off-topic on a shared doc/whiteboard to revisit later

# Cognitive load

**Invest in your team  
with teaching**

# TEACHING TECH TOGETHER

HOW TO MAKE LESSONS THAT  
WORK AND BUILD A TEACHING  
COMMUNITY AROUND THEM



Freely available  
online at:  
[teachtogether.tech](http://teachtogether.tech)

[codeyourfuture.io/  
volunteers](https://codeyourfuture.io/volunteers)

Or try:  
MigraCode, Hack Your  
Future, Codebar,  
Outreachy

**Practice these skills with CYF!**

# Thanks for listening!

More info & follow: [alasdairsmith.co.uk](http://alasdairsmith.co.uk)