Department of Computer Science

COMOPSCI 120 **Tutorial Guide, Summer school 2020**

Tutorials will last for 90 min. There will be three two-problem sets exploring concepts from the previous week. Students are divided into groups of 4-5 and each is given one set of problems.

Tutorial structure:

- The first 5-10 minutes are for settling up and dividing into groups.
- For the next 30 minutes: students solve their problems in their group.
- Then, students take 20 minutes to write up their solutions on the whiteboard, and discuss how they want to present them.
- Then, each group splits into half, with half of the students staying behind to present their solution, and the other half wandering (clockwise) and talking to other groups about how they solved their problems. After doing this for 20 minutes, the presenters/wanderers switch, and this proceeds for another 20 minutes.

Assessment:

- 1 point for showing up
- 1 point for presenting

Showing-up point.

You receive 1 point for attending the whole tutorial. While we understand that sometimes people will be a bit late or need to leave a bit early, students arriving more than 10m after the start of tutorial or leaving 10m before the end of tutorial will not receive this point in most circumstances. (If you are late or need to leave early for reasons out of your control, e.g. family emergencies, etc, please talk to your lecturers; we can make specific accommodations on a case-by-case basis.)

Presenting point.

1 point is given for participating in the tutorial activities; e.g. asking questions when working with other groups, presenting part of your group's solutions, and activities like this. If you are unsure if what you have done constitutes sufficient effort to receive this point, please check in with the TA or lecturer running your tutorial stream; they will be happy to clarify things!

We strongly encourage each member of every group to present at least one problem.