



Creating the next generation of Senior Engineers

Software Engineer
M...

Pedagogy

The study of teaching

A photograph of two Black men in a classroom or workshop. The man on the left is standing and leaning over the man on the right, who is sitting at a desk. They are both looking at a laptop screen. The man on the left is wearing a black t-shirt and has a name tag. The man on the right is wearing a black and white striped shirt. In the background, other people are visible, and there are colorful sticky notes on a wall.

<**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

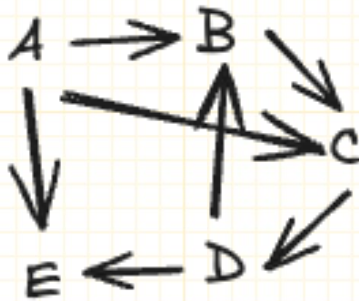
Lunch-and-Learns/Brown
bags

Annual review feedback

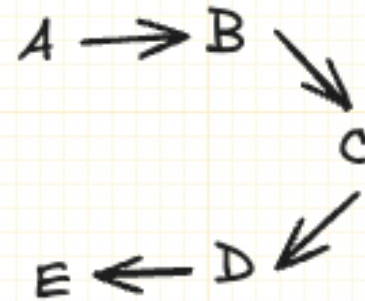
Yes, you are teaching!

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

Working memory is limited to
between 7 ± 2 chunks

Working memory

Cognitive load is the
mental effort required to
solve a problem

Cognitive load

Understand

Structure

Teach

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

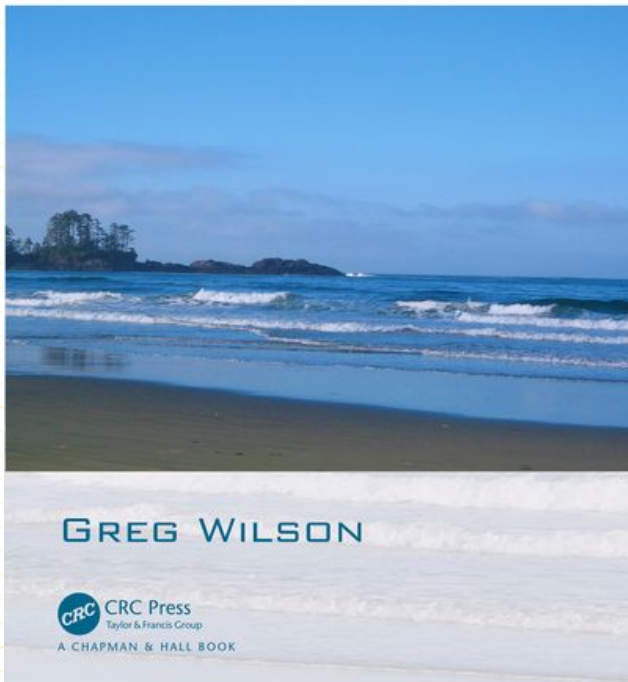
Write things off-topic on a shared doc/whiteboard to revisit later

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

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