



# 7 Teaching Techniques for Using JavaWIDE in the Classroom



## 1. **Model how to use JavaWIDE.**

Use JavaWIDE to make and post example programs during class. This helps students learn how to use the system.

## 2. **Show the history tab.**

Every example you post on JavaWIDE includes a complete history of every revision you make. Students can review not only the completed program, but how the program was developed. This enables students to learn about the process of programming, not just the end result.

## 3. **Promote learning from others but catch cheating.**

The history tab shows all edits. When grading assignments, make sure the student spent a sufficient amount of time on the assignment and that there are multiple small edits. Each revision is time stamped and shows the amount of the change.

## 4. **Organize and post examples.**

I post mine examples by date, but you could categorize them differently. The wiki code for a link to a program is `[[NameOfPackage/NameOfClass]]`. See the example below.

[http://ggc.javawide.org/index.php/Example\\_Code](http://ggc.javawide.org/index.php/Example_Code)

## 5. **Assign programming homework.**

Teachers should be able to require students to complete homework outside of class, and students should have equitable access to adequate computing resources. Using JavaWIDE helps level the playing field with students who may have reduced access to computing resources. This is because nearly all computers with an Internet connection can run JavaWIDE, even public library computers.

## 6. **Assign group work.**

Each student can write a separate class. JavaWIDE uses a single code base, so students can easily use each other's code and track who changes what.

## 7. **Help students remotely.**

Since all programs are posted on the web, you can review your students' progress and proactively offer help by inserting comments into their programs and/or by providing small fixes.