Instructor Training 'Checkout Procedure'

1. For a Carpentry lesson, either
   - Submit a change request to fix issue or suggest improvement
   - Provide substantive feedback on issue or pull request
   - Proof-read a lesson and add new issue describing something to be improved
2. Participate in hour-long group discussion of lesson
3. Prepare for and demonstrate live coding for 5 minutes in group session
   - Prepare to teach full lesson, but starting point chosen by session lead

- Find more detail at:
   - http://swcarpentry.github.io/instructor-training/checkout/

Exercise

Any questions about the checkout process after reading the checkout guide as homework last night?

Sign up *for a discussion session:*

- *http://pad.software-carpentry.org/instructor-discussion*

If the session you would like to attend is full, contact the discussion host and co-host to ask if you can attend.

If you'd prefer to do your teaching demo before your discussion, sign up on the demo Etherpad:

- *http://pad.software-carpentry.org/teaching-demos*

Day 2 Feedback

Good

To be improved

Big Thanks To...

- My fellow Instructor Aleksandra Nenadic

- The Software Sustainability Institute for the tea, coffee, and lunch

- You!

Help us improve!

Please complete this survey:

https://www.surveymonkey.com/r/post-instructor-training