



## Unit 1: Numbers

Numbers in Python work like numbers you've seen elsewhere.

- A. Numbers in Python
- B. Simple Math
- C. Modulus
- D. Exponents
- E. Order of Operations

## Unit 2: Logic Expression

Let's now turn to how it handles inequalities – things that are either true or false.

- A. Booleans
- B. Boolean Expressions
- C. Combining Boolean Expressions

## Unit 3: Words And Letters

Let's now turn to how it handles inequalities – things that are either true or false.

- A. Strings
- B. Multi-line Strings
- C. Adding and Multiplying Strings

## Unit 4: Changing Text

Learn other ways to change strings.

- A. Changing Text
- B. Indexing
- C. Slicing

## Unit 5: Variables

Variables in computer science are pretty different than those in math, even though they're called the same thing.

- A. Basics
- B. Naming Rules
- C. Collecting Input

## Unit 6: Conditionals

If statements are how you direct Python to do something if something else is true.

- A. if
- B. else
- C. elif
- D. Nesting

## Unit 7: Lists

Python offers a tool called lists to keep track of related "things," or values.

- A. Things that are alike
- B. Things in a list
- C. Adding to a list, Removing from a list

## Unit 8: Loops

While loops tell the computer to do something while something else is true.

- A. While loops
- B. For loops



## Unit 9: Dictionaries

Dictionaries are another tool, built-in to Python, to store things. Things in dictionaries can be alike, too, though dictionaries are best used to translate keys to values.

- A. Storing information
- B. Adding values
- C. Getting values
- D. Removing values

## Unit 10: Randomness

Sometimes when programming it's helpful to use random numbers.

- A. Random numbers
- B. Getting random numbers
- C. Randomness from a list

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## String Challenges

**Lowercase Challenge:** Make text all lowercase using string methods

**Uppercase Challenge:** Capitalize the first letter of a string

**Switch Case Challenge:** Make lowercase letters uppercase and vice versa

**Aardvark Zebra Index Challenge:** Return Aardvark if a string begins with 'a'

**Reverse Slicing Challenge:** Use Slicing to Reverse a String

**Gerund Slicing Challenge:** Use slicing to conjugate verbs

**Oxford Comma Challenge:** Correctly format a list of three things

**Number of Things Challenge:** How many things are there?

**Abbreviator Challenge:** Long words make you sad? You need an Abbreviator

## Dictionary Challenges

US States Challenge

Morse Code Challenge

## Type Challenges

Apples and Oranges Challenge