

A GTA's perspective

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WORLD CHANGING GLASGOW

THE JOB TIMES THE SUNDAY TIME GOOD UNIVERSITY GUIDE

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Ideas for getting started teaching R

- Consider the audience
- Be relevant
- Foster good habits early
- Explain simply
- What can and can't you teach in a class
- Additional considerations



Consider your audience

• Coding experience? Stats experience?

• Did they know this was coming?

- Sometimes
 - L1 = Postgrad
 - L1 < Postgrad
 - L2 > Postgrad



• "Fun" ≠ Useful

• Start with relevant – end with fun

• Their own data?



Foster good habits early

• Difference between Console/ Scripts/ R Markdown



- Work smart not hard!
- Notes! Comment everything

Coding conventions and consistency



Explain all the things!

• Assignment operator? Element? Vector? Variable? Etc.



Reading code in simple language

- Take the abstract/ arbitrary and make it meaningful
- What does the "sentence" mean?



What can you do in the time you have?

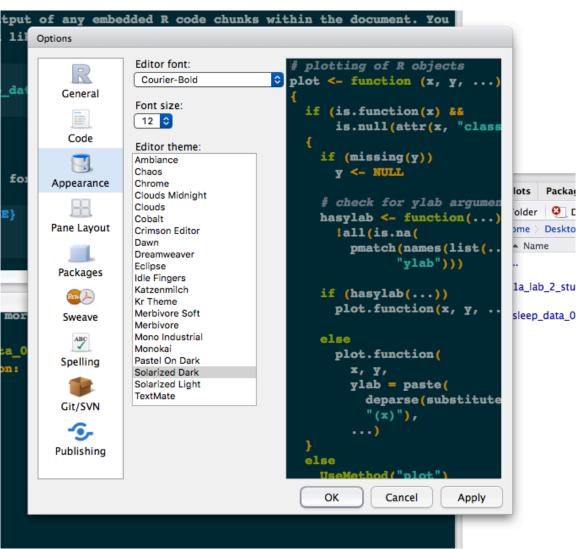
• Prep In class Homework

- Take it and break it • Take it and break i
- They can use other sources



Additional considerations

- Good documentation
 - especially for start up
 - Reference material
- Dyslexia etc.
 - Editor environment
 - Tidiness
 - Consistency / meaningful
 - Keyboard shortcuts
 - Functions





5 tips from our experience as GTAs

- Calming nerves
- Don't be an expert
- Talk through the code
- Don't touch the keyboard
- Joint problem solving





- Not just technical support with R also reassuring anxious students
- Very new type of software/skill can be daunting at first





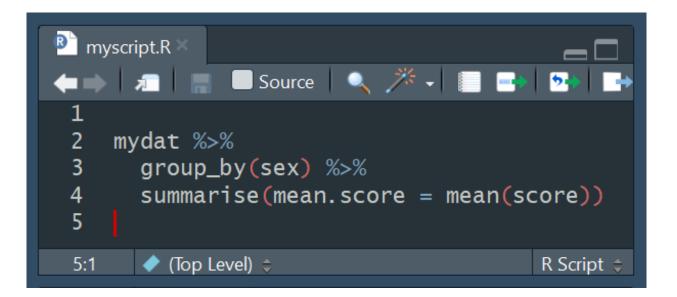
- Fine to make mistakes let students see the whole process
- Honesty is encouraging for students:







Talk through the code



I want to...
1) take the data in 'mydat' AND THEN
2) group it together based on 'sex' AND THEN
3) create a summary variable called 'mean.score' with the mean value of 'score' for each sex





Don't touch the keyboard

- Slower process but worth it positive student feedback
- Sense of ownership, achievement and confidence





Joint problem solving

- Encourage trial and error: challenge fear of doing something wrong
- Work through strategies together:

Let's see if we have a similar script we could edit

Let's look at the help documentation for this function





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