

# Python 01: Your First Python Programs

Learn output, variables, input, conditions and simple problem solving.

**Age pathway:** designed to start around age 8 and grow with the learner. Track: Python.

## How to use this tutorial

1. Read one idea. 2. Try the example yourself. 3. Change one thing. 4. Explain what happened. 5. Turn the idea into a small project.

## Challenge mission

Create a small program that helps someone, tells a story, plays a game or explores data.

## Key ideas

- Variables store information.
- Conditions help programs make decisions.
- Loops repeat useful work.
- Functions turn a big problem into smaller reusable pieces.

## Try this

Run the smallest working program first. Add one feature at a time and test after every change.

## Example starter

```
print("Hello, future creator!")
name = input("What is your name? ")
print("Welcome, " + name + "!")
```

## Reflection questions

What did you change? What broke? How did you fix it? What could you add next? How could this idea help another person?

## Contest connection

Use this skill as one building block of a bigger project. Strong contest projects begin small, test often, listen to users and improve.