A Student S To Python For Physical Modeling

AI - Artificial Intelligence Basics For School Students (Class IX)
A Book about the Film Monty Python and the Holy Grail
Introduction to Computing Using Python
Quickstart Python
Introduction to Programming Using Python, Student Value Edition
Elementary Math for Computer Science with Python
Python in Education
Python for Everybody
Teaching Performance Studies
Creative Coding in Python
Python Language Drafting Notebook
With Application to Understanding Data
19th International Conference, Faro, Portugal, June 12–14, 2019, Proceedings, Part V
Starting Out with Python with Access Code
Linear Algebra and Its Applications with R
Applications and Techniques in Cyber Intelligence (ATCI 2020)
Python for Students
Trends and Innovations in Information Systems and Technologies
An Introduction to Programming for STEM Students
Cambridge IGCSE® and O Level Computer Science Programming Book for Python
An Introduction to Computer Science and Python Programming
Alice Dreaming: A Play for Secondary Students A Play for Secondary Students
Fundamentals of Python: First Programs
Introduction to Computing and Programming in Python, Student Value Edition
2020 International Conference on Applications and Techniques in Cyber Intelligence
Starting Out with Python PDF eBook, Global Edition

A Playful Introduction To Programming
All the References from African Swallows to Zoot
STUDENT ACADEMIC PERFORMANCE ANALYSIS AND PREDICTION USING MACHINE LEARNING WITH PYTHON
Anticipatory Systems: Humans Meet Artificial Intelligence
Starting Out with Python, Student Value Edition
Teach, Learn, Program
Python Programming in Context
Python Made Easy
An Application Development Focus
Exploring Data in Python 3
For First Year Engineering Students
Python Bibliotheca
Python for Marketing Research and Analytics

MERCER CONOR

AI - Artificial Intelligence Basics For School Students (Class IX) Springer
The author has been very selective about what topics to cover in this short step by step manual for first year engineering students. The first eleven chapters cover what you must know. This is based on personal experience as a petroleum engineer. The reader needs little or no programming experience. The best part is you can learn to program in Python for FREE! The Python programming language and the professional PyCharm Community user interface are free downloads. All that is required is a Windows computer with 8GB RAM. (Most 4GB computers can be inexpensively upgraded to 8GB.)Chapters 12 thru 16 cover topics that you may need, or are good to know if reading other programmer's Python code. Chapters 17 thru 20 contain more advanced Python examples of practical applications in engineering. The manual comes with a companion website that contains all the code for the manual. The programs have all been tested and can be copy and pasted from the website to the PyCharm Community user interface on your computer.Python is a very versatile language and has applications in gaming, web development, machine learning, AI, science, finance, business, and engineering.Python is user friendly.
Cambridge University Press
This resource is written to follow the updated IGSCE® Computer Science syllabus 0478 with examination from June and November 2016. Cambridge IGCSE® and O Level Computer Science

Programming Book for Python accompanies the Cambridge IGCSE and O Level Computer Science coursebook, and is suitable for students and teachers wishing to use Python in their studies. It introduces and develops practical skills to guide students in developing coding solutions to the tasks presented in the book. Starting from simple skills and progressing to more complex challenges, this book shows how to approach a coding problem using Structure Diagrams and Flow Charts, explains programming logic using pseudocode, develops Python programming skills and gives full solutions to the tasks set.

A Book about the Film Monty Python and the Holy Grail Princeton University Press

Master today's required computer science topics while preparing for further study with Lambert's FUNDAMENTALS OF PYTHON: FIRST PROGRAMS. This book's easygoing approach is ideal for readers with any type of background. The approach starts with simple algorithmic code and then scales into working with functions, objects, and classes as the problems become more complex and require new abstraction mechanisms. Rather than working only with numeric or text-based applications like other introductions, this edition presents graphics, image manipulation, GUIs, and simple networked client/server applications. The author uses Python's standard Turtle graphics module to introduce graphics and to provide open source frameworks for easy image processing and GUI application development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Computing Using Python Addison-Wesley

For courses in Python programming. A clear and student-friendly introduction to the fundamentals of Python In Starting Out with Python(R), 4th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 4th Edition include revised, improved problems throughout, and new Turtle Graphics sections that provide flexibility as assignable, optional material. Also Available with MyLab Programming. MyLab(TM) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative

for more information. If you would like to purchase both the physical text and MyLab Programming, search for: 0134543661 / 9780134543666 Starting Out with Python Plus MyLab Programming with Pearson eText -- Access Card Package, 4/e Package consists of: 0134444329 / 9780134444321 Starting Out with Python 0134484967 / 9780134484969 MyLab Programming with Pearson eText -- Access Code Card -- for Starting Out with Python Students can use the URL and phone number below to help answer their questions: http: //247pearsoned.custhelp.com/app/home 800-677-6337

Quickstart Python John Wiley & Sons

The book developed from the need to teach a linear algebra course to students focused on data science and bioinformatics programs. These students tend not to realize the importance of linear algebra in applied sciences since traditional linear algebra courses tend to cover mathematical contexts but not the computational aspect of linear algebra or its applications to data science and bioinformatics. The author presents the topics in a traditional course yet offers lectures as well as lab exercises on simulated and empirical data sets. This textbook provides students a theoretical basis which can then be applied to the practical R and Python problems, providing the tools needed for real-world applications. Each section starts with working examples to demonstrate how tools from linear algebra can help solve problems in applied science. These exercises start from easy computations, such as computing determinants of matrices, to practical applications on simulated and empirical data sets with R so that students learn how to get started with R along with computational examples in each section and then they learn how to apply what they learn to problems in applied sciences. This book is designed from first principles to demonstrate the importance of linear algebra through working computational examples with R and python including tutorials on how to install R in the Appendix. If a student has never seen R, they can get started without any additional help. Since Python is one of the most popular languages in data science, optimization, and computer science, code supplements are available for students who feel more comfortable with Python. R is used primarily for computational examples to develop student’s practical computational skills. Table of Contents Preface List of Figures List of Tables 1. Systems of Linear Equations and Matrices 2. Matrix Arithmetic 3. Deteminants 4. Vector Spaces 5. Inner Product Space 6. Eigen values and Eigen vectors 7. Linear Regression 8. Linear Programming Network Analysis Appendices A) Introduction to RStudio via Amazon Web Service (AWS) B) Introduction to R Bibliography Index Biography Dr. Ruriko Yoshida is an Associate Professor of Operations Research at the Naval Postgraduate School. She received her Ph.D. in Mathematics from the University of California, Davis. Her research topics cover a wide variety of areas: applications of algebraic combinatorics to statistical problems such as statistical learning on non-Euclidean spaces, sensor networks, phylogenetics, and phylogenomics. She teaches courses in statistics, stochastic models, probability, and data science.

Introduction to Programming Using Python, Student Value Edition Notion Press

Learn Python better through drafting it by hand! This notebook is perfect for students of Python. This Python language drafting

notebook is a great way to write organized code drafts! To aid in code neatness, each line has six light, dashed indentation markers. Clear and organized code is the key to success; Neatness is vital for programming! Made by programmers for programmers.

Elementary Math for Computer Science with Python MIT Press

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Python in Education Pearson

A user-friendly, object-oriented language, Python is quickly becoming the favorite introductory programming language among students and instructors. Many find Python to be a more lucid language than Java but with much of the functionality and therefore the ideal first language for those entering the world of Computer Science. Python Programming in Context is a clear, accessible introduction to the fundamental programming and problem solving concepts necessary for students at this level. The authors carefully build upon the many important computer science concepts and problem solving techniques throughout the text and offer relevant, real-world examples and exercises to reinforce key material. Programming skills throughout the text are linked to applied areas such as Image Processing, Cryptography, Astronomy, Music, the Internet, and Bioinformatics, giving students a well rounded look of its capabilities.

Python for Everybody Pearson

An organized treatment of performance studies theory, practice and pedagogy. The 18 essays by scholars and educators seek to reflect the emergent and contested nature of performance studies, a field that looks at the broad range of human

performance from everyday conversation to formal theatre.
Teaching Performance Studies CRC Press
Perkovic's Introduction to Computing Using Python: An Application Development Focus, 2nd Edition is more than just an introduction to programming. It is an inclusive introduction to Computer Science that takes the pedagogical approach of "the right tool for the job at the right moment," and focuses on application development. The approach is hands-on and problem-oriented, with practice problems and solutions appearing throughout the text. The text is imperative-first, but does not shy away from discussing objects early where appropriate. Discussions of user-defined classes and Object-Oriented Programming appear later in the text, when students have more background and concepts can be motivated. Chapters include an introduction to problem solving techniques and classical algorithms, problem-solving and programming and ways to apply core skills to application development. This edition also includes examples and practice problems provided within a greater variety of domains. It also includes case studies integrated into additional chapters, providing students with real life applications using the concepts and tools covered in the chapters.
Creative Coding in Python Pearson
Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet.Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software.This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information".There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.
Python Language Drafting Notebook CRC Press
Python Made Easy: Beginners Guide to Programming and Data Analysis using Python Get comprehensive learning of Python Programming starting from the very basics and going up to utilizing python libraries for data analysis and Visualization. Based on the author’s journey to master Python, this book will help you to quickly start with writing programs and solving your problems using Python. It provides an ideal and elegant way to start learning Python, both for a newcomer to the programming world and a professional developer expert in other languages. This book comes loaded with illustrations and real-life examples. It gives you exercises which challenge you to refresh your conceptual clarity and write better codes. It is super easy to follow and will work as a self-paced tutorial to get you started with the latest and best in Python. All the advanced Python features to date are included. • Get to know the history, present, and future of Data Science • Get introduced to the basics of Computer Programming • Explore the exciting world of Python using Anaconda • Learn how to install and use Python on your computer • Create your Variables, Objects and learn Syntax of operations • Explore Python’s built-in object types like Lists,

dictionaries, Tuples, Strings and sets • Learn to make your codes reusable by using functions • Organize your codes, functions and other objects into larger components with Modules • Explore Classes – the Object-Oriented Programming tool for elegant codes • Write complex codes and learn how to handle Errors and Exceptions • Learn about NumPy arrays and operations on them • Explore data analysis using pandas on a real-life data set • Dive into the exciting world of Visualization with 3 chapters on Visualization and Matplotlib • Experience the Power of What you learnt by 3 projects • Learn to make your own application complete with GUI by using API

With Application to Understanding Data Independently Published Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

19th International Conference, Faro, Portugal, June 12–14, 2019, Proceedings, Part V Pearson College Division

This book gathers selected papers presented at the 2020 World Conference on Information Systems and Technologies (WorldCIST'20), held in Budva, Montenegro, from April 7 to 10, 2020. WorldCIST provides a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences with and challenges regarding various aspects of modern information systems and technologies. The main topics covered are A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications.

Starting Out with Python with Access Code Springer Nature

This access card provides access to MyLab Programming. Pearson eText is included. A clear and student-friendly introduction to the fundamentals of Python In Starting Out with Python(R), 5th

Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, and lists before classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to the 5th Edition include a new chapter on database programming, and new coverage of GUI programming, string processing and formatting, and turtle graphics topics. Personalize learning with MyLab Programming By combining trusted author content with digital tools and a flexible platform, MyLab personalizes the learning experience and improves results for each student. With MyLab Programming, students work through hundreds of short, auto-graded coding exercises and receive immediate and helpful feedback based on their work. Plus, get anytime, anywhere access with Pearson eText Pearson eText is a simple-to-use, mobile-optimized, personalized reading experience available within MyLab. It lets students highlight and take notes, all in one place - even when offline. Educators can easily customize the table of contents and share their own notes with students so they see the connection between their eText and what they learn in class. NOTE: You are purchasing an access code only. Before purchasing, check with your instructor to confirm the correct ISBN. Several versions of the MyLab(TM) and Mastering(TM) platforms exist for each title, and registrations are not transferable. To register for and use MyLab or Mastering, you may also need a Course ID, which your instructor will provide. If purchasing or renting from companies other than Pearson, the access codes for the MyLab platform may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase.

Linear Algebra and Its Applications with R SIU Press

Python is a powerful, expressive programming language that’s easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that’s no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you’ll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you’ll learn how to: –Use fundamental data structures like lists, tuples, and maps –Organize and reuse your code with functions and modules –Use control structures like loops and

conditional statements –Draw shapes and patterns with Python’s turtle module –Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Applications and Techniques in Cyber Intelligence (ATCI 2020) Springer Nature

A Student's Guide to Python for Physical Modeling: Second EditionPrinceton University Press

Python for Students Rowman & Littlefield

The dataset used in this project consists of student achievement in secondary education of two Portuguese schools. The data attributes include student grades, demographic, social and school-related features) and it was collected by using school reports and questionnaires. Two datasets are provided regarding the performance in two distinct subjects: Mathematics (mat) and Portuguese language (por). In the two datasets were modeled under binary/five-level classification and regression tasks. Important note: the target attribute G3 has a strong correlation with attributes G2 and G1. This occurs because G3 is the final year grade (issued at the 3rd period), while G1 and G2 correspond to the 1st and 2nd period grades. It is more difficult to predict G3 without G2 and G1, but such prediction is much more useful. Attributes in the dataset are as follows: school - student's school (binary: 'GP' - Gabriel Pereira or 'MS' - Mousinho da Silveira); sex - student's sex (binary: 'F' - female or 'M' - male); age - student's age (numeric: from 15 to 22); address - student's home address type (binary: 'U' - urban or 'R' - rural); famsize - family size (binary: 'LE3' - less or equal to 3 or 'GT3' - greater than 3); Pstatus - parent's cohabitation status (binary: 'T' - living together or 'A' - apart); Medu - mother's education (numeric: 0 - none, 1 - primary education (4th grade), 2 - 5th to 9th grade, 3 - secondary education or 4 - higher education); Fedu - father's education (numeric: 0 - none, 1 - primary education (4th grade), 2 - 5th to 9th grade, 3 - secondary education or 4 - higher education); Mjob - mother's job (nominal: 'teacher', 'health' care related, civil 'services' (e.g. administrative or police), 'at_home' or 'other'); Fjob - father's job (nominal: 'teacher', 'health' care related, civil 'services' (e.g. administrative or police), 'at_home' or 'other'); reason - reason to choose this school (nominal: close to 'home', school 'reputation', 'course' preference or 'other'); guardian - student's guardian (nominal: 'mother', 'father' or 'other'); traveltime - home to school travel time (numeric: 1 - <15 min., 2 - 15 to 30 min., 3 - 30 min. to 1 hour, or 4 - >1 hour); studytime - weekly study time (numeric: 1 - <2 hours, 2 - 2 to 5 hours, 3 - 5 to 10 hours, or 4 - >10 hours); failures - number of past class failures (numeric: n if 1<=n<3, else 4); schoolsup - extra educational support (binary: yes or no); famsup - family educational support (binary: yes or no); paid - extra paid classes within the course subject (Math or Portuguese) (binary: yes or no); activities - extra-curricular activities (binary: yes or no); nursery - attended nursery school (binary: yes or no); higher - wants to take higher education (binary: yes or no); internet - Internet access at home (binary: yes or no); romantic - with a romantic relationship (binary: yes or no); famrel - quality of family relationships (numeric: from 1 - very bad to 5 - excellent);

freetime - free time after school (numeric: from 1 - very low to 5 - very high); goout - going out with friends (numeric: from 1 - very low to 5 - very high); Dalc - workday alcohol consumption (numeric: from 1 - very low to 5 - very high); Walc - weekend alcohol consumption (numeric: from 1 - very low to 5 - very high); health - current health status (numeric: from 1 - very bad to 5 - very good); absences - number of school absences (numeric: from 0 to 93); G1 - first period grade (numeric: from 0 to 20); G2 - second period grade (numeric: from 0 to 20); and G3 - final grade (numeric: from 0 to 20, output target). The models used in this project are K-Nearest Neighbor, Random Forest, Naive Bayes, Logistic Regression, Decision Tree, Support Vector Machine, Adaboost, LGBM classifier, Gradient Boosting, and XGB classifier. Three feature scaling used in machine learning are raw, minmax scaler, and standard scaler. Finally, you will develop a GUI using PyQt5 to plot cross validation score, predicted values versus true values, confusion matrix, learning curve, decision boundaries, performance of the model, scalability of the model, training loss, and training accuracy.

Trends and Innovations in Information Systems and Technologies No Starch Press

NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. This text is intended for a one-semester introductory programming course for students with limited programming experience. It is also appropriate for readers interested in introductory programming. In Starting Out with Python®, Third Edition Tony Gaddis' evenly-paced, accessible coverage introduces students to the basics of programming and prepares them to transition into more complicated languages. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, detail-oriented explanations, and an abundance of exercises appear in every chapter. MyProgrammingLab for Starting Out with Python is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience-for you and your students. It will help: Personalize Learning with

MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. Keep Your Course Current: This edition's programs have been tested with Python 3.3.2. Note: Starting Out with Python with MyProgrammingLab Access Card Package, 3/e contains: ISBN-10: 0133582736/ISBN-13: 9780133582734 Starting Out with Python , 3/e ISBN-10: 0133759113/ISBN-13: 9780133759112 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with Python , 3/e MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

An Introduction to Programming for STEM Students Notion Press Alice Dreaming is a play for secondary students that tells a uniquely Australian story. Trapped by the expectations of others, a girl escapes into her imagination. Following an albatross, Alice takes a journey across Australia that eventually brings her closer to home and an understanding of who she is. Inspired by Alice's Adventures in Wonderland and The Wizard of Oz, it is a play written about teenagers, for teenagers. Embracing a non-naturalistic theatrical language, Alice Dreaming can incorporate a number of performance elements, including puppetry, mask, music and dance. Roles are suitable for performance by both boys and girls. The cast includes 29 speaking roles plus chorus. The play runs for 60-80 minutes. Designed to provoke discussion and debate, Alice Dreaming can be used as a classroom resource to develop student thinking around both personal issues and social issues, including the environment, politics and Australian history.