

# **Introduction to programming for university freshmen: difficulties and (attempts) to solve**

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Learning how to program efficiently is a task that provides enormous pleasure or, on the contrary, is an enormous frustration.

There are numerous teaching-learning strategies for introducing programming in a higher education context. There are some methodologies that work very well for some students, while others, on the contrary, end up being disastrous.

A good teacher and his team must know these possible strategies and try to replicate them in their students, because we know from the literature that there are strategies that work very well for some students and badly for others.

This article gives a brief description of the pros and cons of the most common teaching-learning strategies in introduction to programming, to help in the definition of the strategy to adopt.

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