1. Simulation types (two or three weeks on each)
   A. Monte Carlo
   B. Discrete time
   C. Discrete event
   D. Difference equations

2. Likely Labs
   A. Monte Hall
   B. Synchronicity
   C. Lotka-Volterra predator-prey
   D. Traffic
   E. Vehicles
   F. Snowball Earth
   G. Pendula
   H. Unix disk system (possibly including buffer cache)

3. General topics
   A. The Law of Large Numbers
   B. Probability distributions
   C. Phase spaces
   D. Collaborative software development techniques
   E. Animation
   F. Collections, Thread