Course Outline: Computer Science 20S (COM20S)

Teacher's Name: Cheryl Klimack, Zach Brykaliuk

Course Description: Students will use block programming and Visual C# to create beginner programs with an emphasis on problem solving and following standards.

Text/Other Resources: Internet access; Visual C# (free to download); earbuds or headphones

General Learning Outcomes:

1. Students will demonstrate Digital Citizenship
2. Students will demonstrate effective communication skills in listening, speaking, reading, writing, viewing, and representing.
3. Students will demonstrate appropriate problem-solving skills while seeking solutions to technological challenges.
4. Students will develop the abilities to use, manage, and understand information and communication technologies by exploring programming languages and computer-controlled devices.
5. Students will problem-solve by testing and debugging projects.
6. Students will use independent research skills to solve problems.

Specific Learning Outcomes:

Unit Title	Learning Outcomes	Assessment Plan	Proposed Time (Based on ~ 75 school days)
Intro to programming using App Lab	➢ Students will create simple programs using App Lab from code.org ➢ Students will demonstrate the use of events and blocks that react to an event	<u>Formative Assessment</u> only	10
Controls	➢ students will create projects using the C# interface ➢ student will use assignment statements with their controls ➢ students will use accepted programming standards when developing projects	<u>Formative Assessment</u> Complete several projects <u>Summative Assessment</u>	20
Variables	➢ students will use variables within their programs to solve problems	Complete projects using the skills learned in each module	20
Decisions	➢ students will use decision structures in their programs to solve problems	Chapter tests	20
Graphics, Sounds, and Motion	➢ students will use a variety of controls to program simple animations and games	Final Exam	Throughout each unit

Missed tests: If a student misses a schedule test, that STUDENT IS EXPECTED TO MAKE ARRANGEMENTS to write the test as soon as possible. It is not the responsibility of the teacher to make these arrangements. After 1 week, if no arrangements have been made, a zero grade will be entered.
Late assignments: Each assignment has a due date (see Canvas). Marks will not be deducted for late assignments but feedback may not be available in a timely manner. The secondary due date is the unit test (or equivalent). NO ASSIGNMENTS WILL BE ACCEPTED FROM THAT UNIT AFTER THIS DATE.
Cheating: Unless otherwise specified, each student is responsible for their own assignments. Using AI to complete the work constitutes cheating. If cheating occurs, all work from that unit will be given a 0 grade and a separate assessment will be required.

Evaluation

Projects 20%
Tests ....60 %
Final Exam 20%