Course Outline: Computer Science 30S (COM30S)

Teacher's Name: *Cheryl Klimack*

Course Description: *Students will practice the programming techniques learned in COM20S to create projects that incorporate previous skills and new programming features. Students who have not completed COM20S will be expected to review materials that can be supplied in order to be familiar with the beginning content in this course.*

Text/Other Resources: *Internet access; Visual Studio 2022 (free to download)*

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 +/- 5 days
Review of Controls, Variables, & Decisions	➢ *students will create projects using C#* ➢ *students will use accepted programming standards when developing projects* ➢ *students will use variables within their programs to solve problems* ➢ *students will use decision structures in their programs to solve more complex problems*	<u>Formative Assessment</u> Complete several projects <u>Summative Assessment</u> Frequent testing and checkpoints. Final Exam	25
Loops	➢ *students will demonstrate use of definite loops* ➢ *students will demonstrate use of indefinite loops*		25
Arrays	➢ *students will use arrays to store data*		25
Graphics, Sounds, and Motion	➢ *students will use a variety of controls to program simple animations and games*		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 may be deducted for late assignments. Formative feedback may not be available on late assignments. After 5 calendar days past the due date, ASSIGNMENTS WILL BE ACCEPTED.

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. It is also cheating to take someone else's code to complete your own. This is not learning. This is *copying*. If you need help *learning*, see the instructor.

Evaluation

Tests 60%
Projects 15%
Final Exam 25%