**CROCUS PLAINS REGIONAL SECONDARY SCHOOL**
**COURSE OUTLINE AND ASSESSMENT GUIDE**

**Course Name:  Pre-AP Computer Science (COM32S)**

*Teacher's Name:*        Cheryl Klimack
*Contact Information:*     Room 212
*Course Description:*      A study of coding objects using C# and Monogame
*Text/Other Resources:*   Resources will be available electronically.

| Unit Title | Learning Outcomes | Assessment Plan | Proposed Time (Based on ~ 80 school days) |
|---|---|---|---|
| Intro to C# (Units 1-2) | Students will be introduced to the C# IDE and use variables, decisions, and IO to complete simple programs. | Labs<br>Unit Test | 15 days |
| Monogame – Target Shooter or similar | Students will create a target shooting game using Monogame and C# | Checkpoints<br>Modified project | 15 days |
| Loops | Students will use loops in their code | Labs<br>Quiz<br>Unit Test | 10 days |
| Monogame – Space Shooter or similar | Students will create a dodging game using Monogame and C# | Checkpoints<br>Modified Projects<br>Quizes | 15 days |
| Arrays, Enums, OOP | Students will use these structures in simple C# projects | Labs<br>Unit Test | 5 days |
| Monogame – Cumulative Projects | Students will create a simple RPG structure using Monogame and C# | Checkpoints<br>Modifications | 20 |

**Tentative Assessment Guidelines** (subject to change)

**Projects ........................................................ 35%**
**Tests ............................................................ 65%**

❖ There is a significant amount of time allocated to working on projects.  Students need to use their time responsibly during this work time.

*Don't put off until tomorrow what you can do today!*