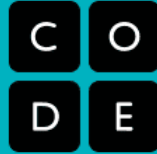# COMPUTER SCIENCE PRINCIPLES

Mrs. Kruger

CODE

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Course Description:

Computer Science Principles is a full-year rigorous, entry-level course that introduces high school students to the foundations of modern computing. The course covers a broad range of foundational topics to provide foundational knowledge and skills to meaningfully participate in our increasingly digital society, economy and culture. We will be offering it as an Advanced Placement (AP) course which will require passable performance tasks and testing graded by the AP board to receive AP credit.

Units of Study

- ❖ The Internet
- ❖ Digital Information
- ❖ Intro to Programming
- ❖ Big Data and Privacy
- ❖ Exploring Performance Tasks
- ❖ Building Apps
- ❖ Create Performance Task Project

Grading Categories

- **50% Activities/Lessons**
- **10% Participation & Journal**
- **20% Quizzes**
- **20% Projects**

Required

Students have a school assigned g-mail account to access our Google classroom to receive and submit some of their assignments. This account is limited for use within the school only. They are blocked from sending or receiving e-mail from any unauthorized source.

Late Work Policy

Less than two weeks late **-20%**
Over two weeks late **-50%**

Homework

If students have Internet access at home, they will be able to login to their work from home as the application is browser based. They also may use any kind of tablet or smart phone using a touch screen. This is a fast -paced, rigorous course with a schedule we must adhere to for or Advanced Placement status, so homework may be required at times to keep up with our prescribed requirements.

Expectations

Be respectful ¤ Actively Listen ¤ Make good choices ¤ Do your personal best ¤ Be understanding ¤ Be trustworthy ¤ Be responsible ¤ Act maturely ¤ Work together ¤ Remember the Golden Rule ¤ Eat and drink outside of the classroom ¤ Cell phones only used with permission