AP® Computer Science Principles

KNIGHTS — WINDSOR FOREST

Instructor Information

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Course Description

AP Computer Science Principles (CSP) curriculum 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 such as programming, algorithms, the Internet, big data, digital privacy and security, and the societal impacts of computing.

Curriculum Overview and Goals

Computing affects almost all aspects of modern life and all students deserve a computing education that prepares them to pursue the wide array of intellectual and career opportunities that computing has made possible.
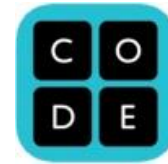
This course is not a tour of current events and technologies. Rather, this course seeks to provide students with a "future proof" foundation in computing principles so that they are adequately prepared with both the knowledge and skills to live and meaningfully participate in our increasingly digital society, economy, and culture.

The Internet and Innovation provide a narrative arc for the course, a thread connecting all of the units. The course starts with learning about what is involved in sending a single bit of information from one place to another and ends with students considering the implications of a computing innovation of their own design. Along the way students learn:

- How the Internet works and its impacts on society.
- How to program and rapidly prototype small JavaScript applications both to solve problems and to satisfy personal curiosity.
- How to collect, analyze and visualize data to gain insight and knowledge.
- How to evaluate the beneficial and harmful effects to people and society brought on by computing innovations.
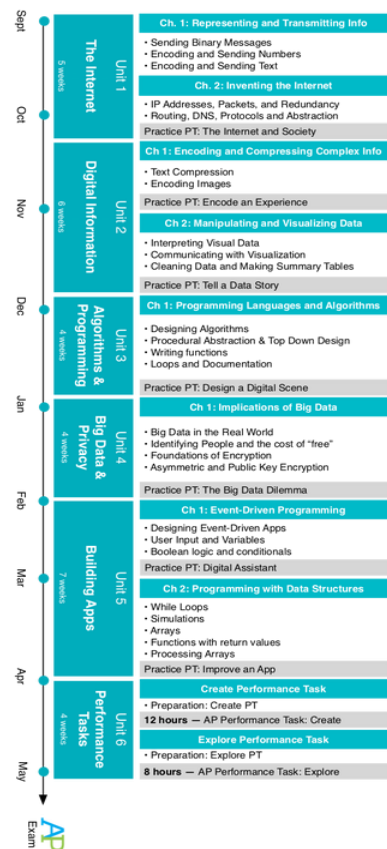
We will be using Code.org's curriculum during the AP CSP course.

Grading Scale

Assessment - 40%
Writing Exercises – 15%
Quizzes – 5%
Class Work - 40%
Work will be due on the assigned due date. ***You will have 2 weeks to turn in late work.*** .

Classroom Policies

DO NOT BRING FOOD OR DRINK BY THE COMPUTERS! You are expected to be in class on time and follow all of the school rules and established board policies including the dress code. Cell phones are allowed at teacher's discretion.

Academic Honesty Policy

I recognize that working with other classmates can help in understanding the material and problem solving. However, there is a fine line between asking for help and having someone else do the work for you.

This is acceptable:

- Discussing course material and assignments with other students
- Helping a classmate identify a problem by looking at it yourself and giving verbal suggestions that help the student figure out the correct answer.
- Turning to the web or elsewhere for instruction beyond the course's own, for references, and for solutions to technical difficulties.
- Working with a tutor to help you with the course, provided the tutor does not do your work for you.

This is not:

- Copying work from another student or online sources and presenting as your own.
- Giving another student your own work.
- Looking at another individual's work during an exam/quiz.
- Using resources during a quiz beyond those explicitly allowed in the exam/quiz's instructions.
- Failing to cite materials (media, program code, text, etc.) that are not your own

If a situation occurs in which you are not sure if your actions are reasonable, please check with your instructor first.

Supplies

Students are responsible for providing their own supplies (paper, pencil/pen, notebook, and JUMP DRIVE), which are to be brought to class daily.

Tutorial

As WBL Coordinator, I am out of the building many afternoons of the school year. Tutorials will be held as needed and by appointment. See me to discuss a time we can meet if you feel like you need additional support/time.