

**AP CS Principles ~ Unit 1**  
~Intro 0010 Coding & Computers~

Date	Activity	Assignment
Day 0 Aug 28 The As have it!	0. Intro – Welcome, how do i teach, syllabus (20) 1. Algorithm is a plan. Counting algorithm activity. 2. Abstraction (10-15 ) 3a. Pass out packets and code try program 1 (use ideone.com or bluej depending) (15-20 min) 4. pre-assess – 30 min	USE ALEXA for timing daily. HW: read about how to learn! <a href="https://www.youtube.com/watch?v=f_qkGJBPTs">https://www.youtube.com/watch?v=f_qkGJBPTs</a> Mrs. Goode will verify hw & programs done each day. You cannot delay learning in AP CS!
Day 1 Aug 30 What is a computer?	1. admin? (5) 2. Notes 1.1 till numeric literals after explaining layout of notes/exer/pgm packet (20 min) 3. Exer page 1 (do #3 on board – tracing) (10 min) 4. code programs 2 & 3 (25 min) 5. vars Exit Ticket (time to review?) (5 min) 6. What is a computer; discussion; pull up. (25 min) <a href="https://www.dropbox.com/s/8nc00wz8kc0dst8/slides0-0.pptx?dl=0">https://www.dropbox.com/s/8nc00wz8kc0dst8/slides0-0.pptx?dl=0</a> <a href="https://www.youtube.com/embed/GcDshWmhF4A">https://www.youtube.com/embed/GcDshWmhF4A</a>	Homework: 1. Writing prompt (formative, no pressure) (200 or less) 2. Do program #3 – read entire page for third program  Mrs. Goode stays after school if you need help. I am also in my room at lunch. Bring your food with you so you don't starve!
Day 2 Sep 1	0. Turn in writing assign, review Exit Ticket 1a (5), questions? 1. Notes 1.2 till Casting (20) write takeaways 2. Exer. 15 -18, 31, 36-38, 40-43, 45-46 (15) write takeaways 3. short exit quiz numerics (10) 4. programming time (30) try to do 4 and 5	HW: Program 4 – you enter the missing pieces that are underlined. Program 5 – use parenthesis to show precedence of operations.  Send an email to Mrs Goode if you get stuck! I stay after school too.
Day 3 Sep 6	0. return exit ticket and review, questions (5) 1. finish Notes 1. show exe # 35 –SEQUENTIAL (15) 2. exer 19-30, 32 – 35, 39, 44, 47-48 (15) 3. algorithms-talk about program 7 too (repeat in u2) (pass out pseudo-code guidelines) (20) 4. work on programs (30) programs 6 & 7 (wksht 1.2) 5. short exit quiz moreNumerics (5)	Finish programs 6, 7 and Worksheet 1.2 Watch What is an algorithm on Kahn: <a href="https://www.khanacademy.org/computing/computer-science/algorithms/intro-to-algorithms/v/what-are-algorithms">https://www.khanacademy.org/computing/computer-science/algorithms/intro-to-algorithms/v/what-are-algorithms</a>
Day 4 Sep 8 What is computing	1. return exit quiz / review / questions? (5) 2. learn about computing – op sys /i/o hardware / software / cpu / (20) (2 ref sheets pass out) 3. show java program flow (15) 4. code more programs (40) programs 8 & 9 5. short exit quiz knowledge based (5)	HW: Unit 1 Exercises solutions in schoology to prepare for test and finish programs. (will have time in next class as well.) <b>You will be checking off programs with peer next class</b>
Day 5 Sep 12 Algorithms discussion (ongoing)	0. Return exit quiz (10) 1. algorithms (40). kahn academy - <a href="https://www.khanacademy.org/computing/computer-science/algorithms/intro-to-algorithms/a/route-finding">https://www.khanacademy.org/computing/computer-science/algorithms/intro-to-algorithms/a/route-finding</a> <b>2. check programs off w peer. (10)</b> 3. Review time- practice quiz, notecard prep, jeopardy?	<b>1. QUIZ next class</b> study all notes, reference sheets, review exercises & programs julie have a review for kids to take home and practice for quiz

Day 6 Sep 14	<ol style="list-style-type: none"><li>1. <b>admin (5)</b></li><li>2. <b>Unit 1 Test - first (tbd: but 40?)</b></li><li>3. Pass out Explore Task - Me packet (50)</li></ol>	Guessing game from algorithms: <a href="https://www.khanacademy.org/computing/computer-science/algorithms/intro-to-algorithms/a/a-guessing-game">https://www.khanacademy.org/computing/computer-science/algorithms/intro-to-algorithms/a/a-guessing-game</a>
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