

Introduction to Computer Science

Introduction to Computer Science allows students to explore the world of computer science. Students will gain a broad understanding of the areas composing computer science. Additionally, there is a focus on the areas of computer programming, gaming/mobile development, and artificial intelligence/robotics.

- Recommended Grade: 9, 10
- Prerequisites: none
- Credits: 1 to 2 semester course, 1 credit per semester, 2 credits maximum
- Curriculum: Code.org
- Project: The Circuit Playground (\$25/circuit)
- Language: HTML and CSS
- Requirement: Chromebook or laptop, windows 10, Internet connection.

Content

Unit 1 - Problem Solving and Computing (4 weeks)

Unit 2 - Web Development (7 weeks)

Unit 3 - Interactive Animations and Games (9 weeks)

Unit 4 - The Design Process (6 weeks)

Unit 5 - Data and Society (5 weeks)

Unit 6 - Physical Computing (The Circuit Playground) (6 weeks)