

Computer Science Principles At-A-Glance - Lamar CISD

Professional Standards/Employability Skills/Technical Skills			
Ongoing Skills Imbedded All Year	<ul style="list-style-type: none"> • Increase and diversify participation in computer science • Students, regardless of prior experience in computing, will develop confidence using computer science as a tool to express themselves and solve problems, and this confidence will prepare them for success in future endeavors in the field of computer science • Students will understand the core principles of computing, a field which has and continues to change the world • Students will be able to develop computational artifacts to solve problems, communicate ideas, and express their own creativity • Students will be able to collaborate with others to solve problems and develop computational artifacts 1• Students will be able to explain the impact computing has on society, economy, and culture • Students will be able to analyze existing artifacts, identify and correct errors, and explain how the artifact functions • Students will be able to explain how data, information, or knowledge is represented for computational use • Students will be able to explain how abstractions are used in computation and modeling • Students will learn to be informed and responsible users of technology 		
Ongoing Ways to Show	<ul style="list-style-type: none"> • Practice 1: Computational Solution Design ◦ Design and evaluate computational solutions for a purpose. • Practice P2: Algorithms and Program Development ◦ Develop and implement algorithms. • Practice P3: Abstraction in Program Development ◦ Develop programs that incorporate abstractions. • Practice P4: Code Analysis ◦ Evaluate and test algorithms and programs. • Practice P5: Computing Innovations ◦ Investigate computing innovations. • Practice P6: Responsible Computing ◦ Contribute to an inclusive, safe, collaborative, and ethical computing culture. 		
Grading Period	Unit Name	Estimated Time Frame	TEKS
Grading Period 1 29 Days	Unit 1: Introduction to Programming (Karel the Dog)	25 Days	CRD-2.G.1 CRD-2.B.5 CRD-2.G.2 AAP-3.D.1 AAP-2.M.1 AAP-3.D.2 AAP-2.M.3 AAP-3.D.3 CRD-2.B.1 AAP-3.D.4 CRD-2.B.2 AAP-3.D.5
	<ul style="list-style-type: none"> • Abstractions • Programming Style • Control Structures • Debugging Strategies • Designing Algorithms • Pair-Programming Activity 		
	Unit 2: Programming with JavaScript	4 Days	AAP-2.A.2 AAP-2.A.3 CRD-1.A.1 CRD-1.A.2 CRD-2.B.1
	<ul style="list-style-type: none"> • Abstractions • Programming Style • Control Structures • Debugging Strategies • Designing Algorithms • Pair-Programming Activity 		
Grading Period 2 27 Days	Unit 3: Programming with JavaScript	10 Days	AAP-2.A.2 AAP-2.A.3 CRD-1.A.1 CRD-1.A.2 CRD-2.B.1
	<ul style="list-style-type: none"> • Programming Languages • Variables • Arithmetic Expressions • User Input 		
	Unit 4: JavaScript Control Structures	10 Days	AAP-2.E.1 AAP-2.F.4 AAP-2.E.2 AAP-2.F.5 AAP-2.F.1 AAP-2.F.2 AAP-2.F.3
	<ul style="list-style-type: none"> • Comparison Operators • Selection • Iteration 		

	Unit 5: Functions and Parameters	7 Days	CRD-2.C.6 AAP-3.A.3 CRD-2.D.2 AAP-3.A.4 CRD-2.B.3 AAP-3.B.5 CRD-2.C.4 AAP-3.C.1 AAP-3.A.1 AAP-3.C.2 AAP-3.A.2 AAP-2.M.2
	<ul style="list-style-type: none"> Parameters Return Values PT Practice 		
Grading Period 3 28 Days	Unit 5: Functions and Parameters	5 Days	CRD-2.C.6 AAP-3.A.3 CRD-2.D.2 AAP-3.A.4 CRD-2.B.3 AAP-3.B.5 CRD-2.C.4 AAP-3.C.1 AAP-3.A.1 AAP-3.C.2 AAP-3.A.2 AAP-2.M.2
	<ul style="list-style-type: none"> Parameters Return Values PT Practice 		
	Unit 7: Basic Data Structures	11 Days	DAT-1.A.1 AAP-1.A.1 AAP-1.C.1 AAP-1.C.2 AAP-1.C.3 AAP-1.D.6 AAP-1.D.7 AAP-1.D.8 AAP-2.N.2 AAP-2.N.1
	<ul style="list-style-type: none"> Data Structures Data Abstractions Traversing a List Algorithm Efficiency Simulation 		
	Unit 8: Digital Information	12 Days	CRD-2.C.1 DAT-1.A.7 CRD-2.D.1 DAT-1.B.1 CRD-2.J.2 DAT-1.B.2 CRD-2.J.3 DAT-1.B.3 CRD-2.I.4 DAT-1.C.1 DAT-1.A.2 DAT-1.C.2 DAT-1.A.3 DAT-1.C.3 DAT-1.A.4 DAT-1.C.4 DAT-1.A.5 DAT-1.C.5
<ul style="list-style-type: none"> Number Systems Data Compression Cryptography PT Practice 			
Grading Period 4 31 Days	Unit 11: Internet	12 Days	CSN-1.A.1 CSN-1.A.8 CSN-1.A.2 CSN-1.B.3 CSN-1.A.3 CSN-1.B.4 CSN-1.A.4 CSN-1.A.7
<ul style="list-style-type: none"> Internet Hardware and Addresses Routing Packets and Protocols Computing Systems Impact of the Internet Cybersecurity PT Practice 			

	Unit 13: Data	14 Days	DAT-2.A.1 DAT-2.D.5 DAT-2.A.2 DAT-2.D.6 DAT-2.C.1 DAT-2.E.1 DAT-2.D.1 DAT-2.E.2 DAT-2.D.2 DAT-2.E.3 DAT-2.D.3 DAT-2.E.5 DAT-2.D.4
	<ul style="list-style-type: none"> Visualizing and Interpreting Data Collecting Data and Data Limitations 		
	Certification Review?	5 Days	IOC-2.A.2 IOC-2.A.10 IOC-2.A.3 IOC-2.A.14 IOC-2.A.4 IOC-1.F.11 IOC-2.A.5 CRD-1.A.1 IOC-2.A.6 CRD-1.A.2
	<ul style="list-style-type: none"> Review coding concepts Practice program questions 		
Grading Period 5 30 Days	Practice PT: Shopping List (add)	5 Days	IOC-2.A.2 IOC-2.A.10 IOC-2.A.3 IOC-2.A.14 IOC-2.A.4 IOC-1.F.11 IOC-2.A.5 CRD-1.A.1 IOC-2.A.6 CRD-1.A.2
	<ul style="list-style-type: none"> Practice PT Preparation Programming Period 		
	Unit 16: Create PT	15 Days	CRD-2.E.2 CRD-2.F.4 CRD-2.F.7 CRD-2.F.3 CRD-1.A.5 IOC-1.D.1 CRD-1.A.6 IOC-1.D.2 CRD-1.A.4 IOC-1.D.3 CRD-2.E.3 IOC-1.F.11
	<ul style="list-style-type: none"> Create PT Preparation Programming Period 		
	Unit 17: AP Exam Review (Create Performance Task- Effective 2023-2024)	10 Days	IOC-2.A.2 IOC-2.A.10 IOC-2.A.3 IOC-2.A.14 IOC-2.A.4 IOC-1.F.11 IOC-2.A.5 CRD-1.A.1 IOC-2.A.6 CRD-1.A.2
<ul style="list-style-type: none"> Scheduled Mock Exam TBD Big Ideas Review 			
Grading Period 6 27 Days	Unit 17: AP Exam Review	10 Days	IOC-2.A.2 IOC-2.A.10 IOC-2.A.3 IOC-2.A.14 IOC-2.A.4 IOC-1.F.11 IOC-2.A.5 CRD-1.A.1 IOC-2.A.6 CRD-1.A.2

	<ul style="list-style-type: none"> • Short Answer Response Review • Big Ideas Review 		
	Unit 11: Creative Development Projects	10 Days	AAP-2.A.2 AAP-2.A.3 CRD-1.A.1 CRD-1.A.2 CRD-2.B.1
	Final Review	7 Days	