

**Instructor:** Mr. Montana  
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## Course Description

The AP Computer Science Principles course is designed to be equivalent to a first semester introductory college computing course. In this course, students will develop computational thinking skills vital for success across all disciplines, such as using computational tools to analyze and study data and working with large data sets to analyze, visualize, and draw conclusions from trends. The course is unique in its focus on fostering student creativity. Students are encouraged to apply creative processes when developing computational artifacts and to think creatively while using computer software and other technology to explore questions that interest them. Students will also develop effective communication and collaboration skills, working individually and collaboratively to solve problems, and discussing and writing about the importance of these problems and the impacts to their community, society, and the world.

Code.org's Computer Science Principles (CS Principles) 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. — Code.org

## Text

*Blown to Bits\**, Abelson, Ledeen, Lewis  
*Code.org\**

\*All textbook materials will be accessed online.

## Required Materials

Binder  
Laptop  
Pencil & eraser  
Paper

## Grading Policy

A points system (as opposed to percentages) is used for scoring. Each assignment is worth a number of points relative to the level of assignment and number of elements in the assignment.

## Late Policy

To earn the score your quality of work deserves, work must be turned in ON THE DUE DATE, unless I receive an excused absence. All late work may be turned in by the next class period after it was due for half credit. No work will be accepted more than one class period late.

## Cheating/Plagiarism:

Cheating and/or any form of plagiarism will not be tolerated and will result in appropriate disciplinary action. Copying off of your own past projects (anything completed before the start of this course) can be a form of plagiarism if not cited, and it will not be tolerated.

## iMPact Instructor Expectations for Students

- Be respectful of self, peers, school faculty and staff, technology, school spaces.
- Demonstrate **attentiveness** daily and **collaborate** effectively with peers.
- Exhibit **personal responsibility** in all aspects: self, technological use, materials, time.
- Demonstrate **tenacity** in solving problems with coding.
- Be **independent** in and out of class, and communicate efficiently. Student is patient but genuine and considers time management regarding deadlines and in needing aid.

## Classroom Procedures

### Independence & Attentiveness

- There is to be no food or drink in the computer lab at any time. You may have water bottle (with a lid) – containing water only – in the computer lab.
- Book bags should remain tucked under the middle of the tables at all times.
- Time outside of this class will be necessary in order to complete assignments in a timely manner. Please expect to be spending some time coding outside of class. The time required for coding assignments is different for everyone. Start early!