

Exploring Computer Science Unit1 & 4 Overview Chart 2013

Unit 1: Human Computer Interaction & Unit 4: Programming	
Day	Topics
1-2	<ul style="list-style-type: none"> • Course Introduction – what is needed to do well in the class • Introduction to Scratch and creating simple animations • Explore concepts of computer and computing • Learn the function and parts of a computer • Scratch - Name Project
3-4	<ul style="list-style-type: none"> • Internet, Search engines, resources, and web applications • Examine data and how computers are used to visualize data, model, and design • Scratch - Computer Information & Buying Animation with story including data
5-10	<ul style="list-style-type: none"> • Introduce the concept of a computer program as a set of instructions • Explore the idea of Intelligence – especially related to computers • Scratch - Alphabet & Independent Projects
Assignments (Templates and Rubrics are posted on Blackboard in the Content Section) ** Due Dates may be modified depending on time allowed in class **	
1	Course Intro Document (Due – 8/27) <ul style="list-style-type: none"> • Class Procedures Scavenger Hunt (Website, Blackboard, YouTube) • Personal computer survey (how you use a computer, what you need from a computer, define what a computer is to you)
2	Week 1 Journal Document (Due – 8/30) <ul style="list-style-type: none"> • Should include 4 entries (Tue. – Fri.)
3	Scratch – Name Project (Due – 8/28)
4	Scratch - Computer Information & Buying Animation with story including data (Due – 9/5)
6	Internet Scavenger Hunt – Journal Entry Week 2 (Due – 9/5)
7	Week 2 Journal Document (Due – 9/6) <ul style="list-style-type: none"> • Should include 4 entries (Tue. – Fri.)
5	Scratch - Alphabet Project (Due – 9/11)
8	Scratch – Independent Project (Due – 9/18)