NOELLE CASTORENA
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# Computer Science & Apps

## Brief Video Link

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## COURSE PURPOSE

Computer Science & Applications curriculum is a one semester, rigorous, entry-level course that introduces high school students to the foundations of modern computing. The course covers abroad range of foundational topics such as word processing, spreadsheets, digital citizenship, hardware troubleshooting and MORE!

## COURSE OBJECTIVES

- Students will explore the concepts and uses of computers and computing with a variety of resources reaching a level of comfort with the computer.
- Students will be introduced to basic programming vocabulary, will be able create a program and will use programming to create artifacts.
- Students will be able to solve new problems by planning a strategy, designing and producing solutions, and then reflecting on their solutions and strategies. Emphasis on process not the solution.

## COURSE OUTLINE

Subject to change.
- Unit 1 Human Computer Interaction
- Unit 2 Problem Solving
- Unit 3 Applications
- Unit 4 Introduction to Programming - We will be using Code.org - Computer Science Principles.

COMPLETE SYLLABUS AND OTHER CURRENT INFORMATION AVAILABLE ON YOUR STUDENTS' TEAMS.

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