Foundation in Computer Science Checklist

Review this document to review what assignments have been check throughout the semester.

Graded	*Graded*	*Not Graded*
No Resubmissions	*Resubmissions*	*Submissions*

Unit 1 : Introduction to Computers

Unit 1 Intro to Computers helps build understanding of computer hardware and software components.You will learn how to determine which computer is best for a user based upon their needs.

Lesson	Due Date	Assignment Closed (X)	Graded on Jumprope
U1: What is a Computer ? ● What is a Computer ? (Video Question) ● How Computer memory works ? (Video Question) ● Organizing a Computer Worksheet ● Organizing a Computer Reflection	2/15	X	Posted
U1: Concepts of Computer and Computing ● Personal Computer Pair Interview Questions Worksheet	2/15	X	Posted
U1: Components for a personal computer ● Computer Infographic Commercial	3/4	X	
U1: Counting Binary ● Counting Binary ● Binary Numbers Blog Post	3/12	X	

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U1: Concepts of a Computer Program ● Following Directions ● Drawing Activity ● Peanut Butter & Jelly Sandwich Program ● PB & J Program Written Reflection	3/9	X	

Unit 2: Introduction to Programming

This unit is aimed at students with little or no programming experience. It aims to provide students with an understanding of the role computation can play in solving problems. It also aims to help students, regardless of their major, to feel justifiably confident of their ability to write small programs that allow them to accomplish useful goals. The unit will use the Scratch MIT programming.

Lesson	Due Date	Assignment Closed (X)	Graded on Jumprope
U2: Intro to Scratch ● Scratch Lesson Review Question ● Sign up for Scratch ● Create a My Studio for your projects ● Develop Step By Step Dance Program	3/16	X	

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U2: Step by Step: First Name Program • Debug It • First Name Program	3/16	**X**	
U2: About Me Program • Debug It • Scratch About Me Collage Program	3/28	**X**	
U2: Event Driven Program • Debug It • Alphabet Program	416	**X**	
U2: Build A Band • Debug It • Build A Band Program	4/17	**X**	
U2: Moving Program • Moving Question • Baseball Program	4/25	**X**	
U2: Conversation Program • Debug It • Dialogue Program	5/04	**X**	
U2: Scratch Story Program Game • Debug It • Scratch Story Program	5/7	**X**	

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U2: It's Alive Program ● Debug It ● It's Alive Program	5/9	X	
U2: 2D Games Scrolling,Pong & Maze ● Debug It ● Ping Pong ● Scrolling ● Maze	5/11	X	
U2: Cloning ● Debug It ● Bubbles Program	5/14	X	

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Unit 3: Final Performance Task

In **Unit 3 Final Performance Task** you will create a Hackathon Game in Scratch. All students will build on their creative computing experiences by engaging in the design of an open-ended project of your choice. Students will create and complete the following listed in the performance task calendar in Google Classroom. Use all skills learned and developed throughout the semester to create this Scratch game.
Performance Task Document

Lesson	Due Date	Assignment Closed (X)	Graded on Jumprope
Pitch (Discover) ● Worksheet	3/29	X	
Script (Define) ● Worksheet		X	
Storyboard Sketches (Design) ● Storyboards Worksheet		X	
Animation (Develop) ● Game			
Presentation (Deliver) ● Wordpress Presentation			