



**CROCUS PLAINS REGIONAL SECONDARY SCHOOL
COURSE OUTLINE AND ASSESSMENT GUIDE**

Course Name: Computer Science 30S COM30S

Teacher's Name: Cheryl Klimack

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Course Description: Students will practice the programming techniques learned in COM20S to create projects that incorporate previous skills and new programming features. These projects may include Hangman, Pacman, Tetris, etc. Students who are interested in Computer Science are encouraged to take the Grade 11 Pre-AP, Grade 12 Java course, and the AP Computer Science course.

Text/Other Resources: Internet access; Visual Studio 2017 (free to download)

General Learning Outcomes:

1. Students will demonstrate Digital Citizenship
2. Students will demonstrate effective communication skills in listening, speaking, reading, writing, viewing, and representing.
3. Students will demonstrate appropriate problem-solving skills while seeking solutions to technological challenges.
4. Students will develop the abilities to use, manage, and understand information and communication technologies by exploring programming languages and computer-controlled devices.
5. Students will problem-solve by testing and debugging projects.
6. Students will use independent research skills to solve problems.

Specific Learning Outcomes:

Unit Title	Learning Outcomes	Assessment Plan	Proposed Time (Based on ~ 75 school days)
Review of Controls, Variables, & Decisions	➤ students will create projects using C#	<u>Formative Assessment</u> Complete several projects <u>Summative Assessment</u> Complete projects using the skills learned in each module Chapter tests Final Exam	15
	➤ students will use accepted programming standards when developing projects		
	➤ students will use variables within their programs to solve problems		25
	➤ students will use decision structures in their programs to solve more complex problems		35
Loops	➤ students will demonstrate use of definite loops ➤ students will demonstrate use of indefinite loops		
Arrays	➤ students will use arrays to store data		
Graphics, Sounds, and Motion	➤ students will use a variety of controls to program simple animations and games		Throughout each unit

Evaluation

Tests40%
 Projects35%
 Final Exam25%

Missing Test Days: If a student misses a schedule test, that student is expected to make arrangements to write the test as soon as possible. It is not the responsibility of the teacher to make these arrangements. After 1 week, if no arrangements have been made, a zero grade will be entered.