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# PETERS TOWNSHIP HIGH SCHOOL

## COURSE SYLLABUS: AP COMPUTER SCIENCE PRINCIPLES

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### Course Overview and Essential Skills

AP Computer Science Principles 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, big data, digital privacy and security, and the societal impacts of computing.

### Course Textbook and Required Materials

- Computer Concepts 2016: Enhanced Edition 2017 & ISBN# 978-1-305-65628-4
- Code.org curriculum
  - Instructional guides
  - Formative and summative assessments
  - Rubrics
  - Videos
  - Computational tools
  - Students access to this site
  - H Drive
    - *The code.org curriculum is an approved curriculum by the College Board that provides hands-on activities, program simulations, and assessments that students will use throughout this course*
- Blown to Bits <http://www.bitsbook.com>
  - An on-line textbook that will be used for current articles and supplemental material throughout the curriculum

### Course Outline of Material Covered:

Unit or Topic	Concepts/Skills/Resources	Timeframe
Unit 1: The Internet	<ul style="list-style-type: none"><li>• Sending Binary Messages</li><li>• Encoding and Sending Numbers</li><li>• Encoding and Sending Text</li><li>• IP Addresses, Packets, and Redundancy</li><li>• Routing, Protocols and Abstraction</li></ul>	5 weeks
Unit 2: Digital Information	<ul style="list-style-type: none"><li>• Text Compression</li><li>• Encoding Images</li><li>• Interpreting Visual Data</li><li>• Communicating with Visualization</li><li>• Cleaning Data and Making Summary Tables</li></ul>	6 weeks
Unit 3: Algorithms & Programming	<ul style="list-style-type: none"><li>• Designing Algorithms</li><li>• Procedural Abstraction &amp; Top Down Design</li><li>• Writing Functions</li><li>• Loops and Documentation</li></ul>	4 weeks
Unit 4: Building Apps	<ul style="list-style-type: none"><li>• Designing Event-Driven Apps</li><li>• User Input and Variables</li><li>• Boolean logic and conditionals</li></ul>	7 weeks

	<ul style="list-style-type: none"> <li>• While loops</li> <li>• Simulations</li> <li>• Arrays</li> <li>• Functions with return values</li> <li>• Processing arrays</li> </ul>	
Unit 5: Performance Tasks	<ul style="list-style-type: none"> <li>• Preparation: Create Performance Task</li> <li>• Preparation: Explore Performance Task</li> </ul>	4 weeks

***\*Depending on the needs of the class or changes in the school year, the course outline is subject to change.***