

Basis International School Shenzhen

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Student Hours: Mon. & Tues. 4:30 – 5:30, 6005

Parent Hours: Fri. 4:30 – 5:30

COURSE DESCRIPTION

The intention of this course is to cover the practical programming content (but not the theoretical content) of the full AP CS P syllabus. The speed of the course is therefore slightly flexible but if you do wish to take the full AP CS P course and AP exam later you should aim to complete half of the content of the full AP CS P syllabus at least by the time you start the full AP CS P course. You are also free to complete as many assignments as you wish to develop your skills and even try to follow the full AP CS P syllabus if you are interested in moving up to a full AP CS P course and sit the AP exam at the end of the year.

GRADING POLICY

General (CJ completion/Following School Rules/Collaboration/Participation/Proof Reading Resources)	10%
Minor: Classwork (Programs)	40%
Major: End of Unit Projects/Wrap Up Drills	50%

GRADING SCALE

All grades will correspond to the following scale:

A =
A- =
B+ =
B =
B- =

C+ =
C =
C- =
D+ =
D =

D- =
F =

- Each program submitted will be graded as follows:
 - 1 mark per program requirement/specification.
 - 1 mark for elegant and efficient style.
 - Input data stored in variables which are then used in calculations (not contents of text boxes directly used in calculations).
 - Clear and organised code with related code blocks organized in groups (not scattered around and requiring unnecessary scrolling).
 - 1 mark for formatting:
 - Meaningful and correctly formatted names.
 - Variable & component names should begin with lower case letter and in case of multiple words each word after the 1st must begin with a capital letter.
 - e.g. costProd1, totalCost
 - Component names should also start with a 3 low case letter prefix indicating the component type.
 - e.g. txtCostProd1, butCalculateCost
 - Program & video names formatted as follows:
 - Unit Number.Section Number Meaningful Name Your Full English Name.
 - e.g. 2.7. I Have a Dream and Soundboard Projects Joe Bloggs
 - 1 mark for any comments if required.
 - 1 mark for your video content – organised and clearly understandable.
 - 1 mark for user friendly, clearly labelled and neat layout of components.
- Final Course Grade-
 - Each Trimester @ 25%
 - Mock Create Performance Tasks* @ 25%

INSTRUCTIONAL MATERIALS

The following instructional materials will be used for this course:

- [Mobile CSP](#)
- [App Inventor](#)
- [Mobile CSP](#)
- [App Inventor](#)
- You will need one of the following combinations:
 1. A laptop and an iPad.
 2. A laptop and a phone (*Android or ios*).
 - Recommended.

3. An iPad and a phone (*Android or ios*).
 - Not recommended as comments cannot be directly written into your code on a iPad so you will need to create screenshots and write comments in a word processor and then create a pdf (*basically more work for you*).
 - The phone/iPad will need the following installed:
 - **MIT AI2 Companion App** (*to test your apps*):
 - iOS - Install from [App Store](#).
 - Android - Install from Play Store.
 - Download [.apk](#) to sideload directly.
 - A Screen Recorder (*to record your apps*):
 - iOS:
 - Use **iOS native Screen Recorder** (*preinstalled*).
 - Android:
 - Install **AZ Screen Recorder** from [Play Store](#).
 - Download [.apk](#) to sideload directly.
 - [AZ Screen Recorder Instructions](#)
 - [How To Create an App Video](#)
 - If you don't have access to a phone or other device, install the [emulator](#) on your laptop (*at the time of writing there is no working iOS emulator though, so Windows only at the moment*) and record videos using any video recording app e.g. [OBS](#), etc..
 - **Flipgrid app** (*to upload videos*):
 - iOS - Install from App Store.
 - Android - Install from [Play Store](#).
 - Download [.apk](#) to sideload directly.
 - Join Code: 8ff93c98
 - You will then be asked for a unique Student ID which will be given to you individually.
 - **Teams**:
 - Download [.apk](#) to sideload directly.
4. A [Google](#) account.
5. Headphones
6. [AP Computer Science Principles](#)
 - Textbooks will not generally be used but if you require some recommendations:
 - <https://apcentral.collegeboard.org/courses/ap-computer-science-principles/course-audit>

CLASSROOM POLICIES

- Late work policy: 1 letter grade lower for each day late.

- You can only resubmit work under the following conditions:
 - You can **ONLY** resubmit once, and your 2nd score will be recorded as a new score (your original score will not be changed).
 - Therefore, your final score will be an average of your original & 2nd scores.
 - You must explain your original logic, why your code is incorrect and why the correct corrected code is correct.
 - Your file name should have word “Corrections” before your name.
- Positive Collaboration:
 - Showing and explaining your work (code/questions) to your peers.
 - Advising your peers.
 - Using and adapting code from the web, acknowledging its use and explaining in detail how it works.
- Plagiarism:
 - Sending your work (code/questions) to your peers.
 - Copying code solutions from the web without adaptation and passing it off as your own (not acknowledging its use) and/or not explaining in detail how it works.
- Units and programs to submit are planned out in the Teams [Calendar](#) which uses units from [Mobile CSP](#).
 - All programs should be submitted in private chat in Teams (*not through use of assignment “hand in”*) in the following format:
 - [How to submit programs](#)
- Homework:
 - I don’t intend to formally set separate work as homework.
 - Generally homework will be to finish what you can’t complete in class – see Teams [Calendar](#).

COURSE OUTLINE

- [1. Getting Started: Preview & Setup](#)
 - [1.1. Welcome to Mobile CSP](#)
 - [1.2. Mazes Algorithms and Programs](#)
 - [1.3. Google Account and Portfolio Setup](#)
 - [1.4. App Inventor Setup](#)
- [2. Introduction to Mobile Apps & Pair Programming](#)
 - [2.2. I Have a Dream Tutorial](#)
 - [2.3. Algorithm Basics](#)
 - [2.4. I Have a Dream Part 2 Explore Curricular Activity](#)
 - [2.7. I Have a Dream and Soundboard Projects](#)
- [3. Creating Graphics & Images Bit by Bit](#)

- [3.2. Paint Pot Tutorial](#)
 - [3.4. Paint Pot Projects](#)
 - [3.5. Paint Pot Refactoring and Procedural Abstraction](#)
 - [3.8. Map Tour Tutorial](#)
 - [3.9. Map Tour With TinyDB](#)
- [4. Animation, Simulation, & Modeling](#)
 - [4.2. LightsOff Tutorial](#)
 - [4.3. LightsOff Projects](#)
 - [4.4. Logo Part I](#)
 - [4.5. Coin Flip Simulation Tutorial](#)
- [5. Algorithms & Procedural Abstraction](#)
 - [5.2. Logo Part 2](#)
 - [5.5. Quiz App](#)
 - [5.6. Quiz App Projects Loops with Lists](#)
- [6. Communication Through the Internet](#)
 - [6.5. Caesar Cipher App](#)
 - [6.8. Debugging Caesar Cipher](#)
- [7. Using and Analyzing Data & Information](#)
 - [7.5. Data Map App](#)
- [Mock Create Performance Tasks](#)