## Computer Science 110 2023-24

## K. MacDonald

Computer Science 110 serves as an introductory course in computer programming using Code.org website and Python 3 programming language. This course will prepare students to take further programming courses in high school, university, or community college.

GCO 1: Students will demonstrate operational skills specific to computer science.

Students will:

- S.C.O. 1.1 persevere and demonstrate resourcefulness when challenges arise during a project
- S.C.O. 1.2 articulate challenges and hypothesize solutions to complete projects
- S.C.O. 1.3 use team-based project management strategies during collaborative efforts
- S.C.O. 1.4 apply the fundamentals of digital technology in relation to coding and computer Science

GCO 2: Students will use computational thinking skills to analyze challenges and create and evaluate solutions.

Students will:

- S.C.O. 2.1 break a problem or challenge down into manageable pieces (abstraction)
- S.C.O. 2.2 create repeatable solutions to the manageable pieces (algorithms and automation)
- S.C.O. 2.3 represent, collect, and manage data to accomplish a task (data representation)
- S.C.O. 2.4 analyze data and identify patterns by using algorithms (algorithms and analysis)
- S.C.O. 2.5 execute a solution and evaluate the solutions validity and effectiveness (evaluation)
- GCO 3: Students will develop coding skills.

Students will:

- S.C.O. 3.1 analyze, create, and evaluate code containing input and output data and variables
- S.C.O. 3.2 analyze, create, and evaluate code containing loops
- S.C.O. 3.3 analyze, create, and evaluate code containing conditional statements
- S.C.O. 3.4 use abstraction in creating code
- S.C.O. 3.5 create understandable code with helpful names and efficient comments
- S.C.O. 3.6 analyze, create, and evaluate accompanying documentation

## Topics to be Covered:

- Computing Environment and Systems
  - History of Computers
  - Hardware
  - Software

- o External devices
- o Programming Languages
- Programming Concepts and Skills
  - o Data Types
  - o Arrays
  - o Loops
  - Variables
  - Conditional Statements
  - o Debugging
- Software Development
  - o Problem Solving Strategies
  - Design Algorithms
  - Documentation
- Careers in Computer Science

## **EVALUATION**

GCO 1: 10 % GCO 2: 10 % GCO 3: 50 %

**Exam 30%**