

Dr. Collette L. Keeton  
CEDAR GROVE HIGH SCHOOL  
AP Comp Sci 11.016  
Correlated to  
Programming & Systems Management 11.418

**Specific Objectives Guiding Activity:**

**August 14—Monday**

**Students will review the course resume, understand computer lab and safety requirements with no error.**

**August 15, 2006—Tuesday**

**Students will use the class text to read orally with 71% or better competency and complete a computer science survey and return it to the instructor with no error.**

**August 16-17—Wednesday/Thursday**

**Students will return agreement forms, compacts and other class safety/lab rule signatures with no error. Students will compose a written reflective on Computers versus Computing with 70% or greater proficiency in written expression.**

**August 17-18—Thursday/Friday**

**Students will complete a written competency exam on the History of Computers and Computer Hardware and Software with 71% or greater accuracy.**

**August 21, 2006—Monday**

**Students will construct a 1-paragraph writing on Java Vs. JavaScripting with 71% or greater accuracy in written expression.**

**Students will review and submit Ch 1 Sec 1.3 questions with 71% or greater proficiency in written expression and show of understanding.**

**August 22, 2006—Tuesday**

**Students will construct a class operational definition of computing with no error and construct a 2 paragraph writing on Java vs. Java Scripting**

**Students will review Ch 1 Sec 1.3 binary charts and computing with 71% or better understanding from oral discussion and class calculations.**

**August 23, 2006—Wednesday**

**The student will work with Photo Impressions (ArcSoft), Serif Photo Plus 10, Adobe Photomaker 6.0 and Adobe ImageReady 6.0 to apply effects to CGHS Mascot pictures and view the source code in HTML to convert it to JAVA Programming with 71% or better application of programming and coding.**

**August 24, 2006—Thursday**

**Students will edit the CGHS Mascot picture acquired from the Web Design class using Serif Photo Plus 10 and Microsoft Paint with no error to view how it would look on the Web Site taking into account the use of white space on webpages and webpage layout to program in Java to correct appearances to no error for all users viewing the page.**

**August 25, 2006—Friday**

**Students will e-mail the instructor the areas of computing listing the major divisions and areas, select their area of interest amongst the list and complete a 1-page reflective on Java versus JavaScripting or providing the similarities of Java, JavaScripting and HTML with 71% or greater written proficiency and no error in e-mail computer technology techniques.**

**Students will begin compiling their employability skills portfolios integrating elements of computing and higher learning on the resume with no error.**

**August 28, 2006—Monday**

**Students will review Unit 1 Sections 1.3 to 1.6 and correct all questions and answers to no error.**

**Students will overview computer ethics during online reading and understand with no error the consequences of not adhering to standards. <http://www.acm.org>, p14 and 22**

**Students will e-mail their type-written reflections on computer ethics to the instructor with no error.**

**August 29, 2006—Tuesday**

**The student will construct a reflection on the implications of digital information upon copyright law, writing prompt: “to infringe or not infringe” and discuss solutions that may be implemented in protecting authors in software development and Java Programming with 71% or more written proficiency.**

**August 30, 2006—Wednesday**

**Students will continue the Employability Skills Portfolio Process and save documents in Word to convert to Adobe .pdf or other securer file format with no error for their digital portfolios.**

**Java Students will improve the Web Page Design class Web Development processes constructed with 71% or greater functionality of the Web Page to no error after re-implementation on the school or class Websites.**

**August 31, 2006—Thursday**

**Students will construct a study guide to take and exam on tomorrow with 71% or greater show of proficiency in computing.**

**September 1, 2006—Friday**

**The student will take an exam on Java and Computing terminology, answer short answer questions, use critical thinking for hardware and software use/design and elaborate on the importance of copyrights in computer ethics.**

**September 4, 2006—Monday**

**MEMORIAL DAY HOLIDAY**

**September 5, 2006—Tuesday**

**The student will complete Activity Logs to no error and undergo a notebook check that should result in 71% or greater completeness.**

**The student will complete searches on binary charts and calculations and e-mail it to the instructor with no error.**

**The student will search for SAT assistance, scholarships or other employability skills/higher education training and submit the search and findings to the instructor by e-mail with no error.**

**September 6, 2006--Wednesday**

**The student will complete assessments select activity and chapter summary questions in the Big JAVA book with 71% or more proficiency.**

**The student will complete HTML, Java Scripts and JAVA Programming activity in the Big JAVA book with 71% or greater proficiency.**

**The student will complete a 5-paragraph reflective with 71% show of written expression on**

**copyright computer ethics and e-mail it to the instructor with no error.**

**September 7, 2006--Thursday**

**The student will complete a study guide (complete notebook to no error) to prepare for quiz on tomorrow.**

**September 8, 2006—Friday**

**The student will take a test on selected JAVA Programming activity and readings with 71% or greater show of understanding.**

**The student will elaborate on reading and research and complete a 5-paragraph copyright reflective with 71% or more written expression and e-mail it to the instructor with no error.**

**September 11, 2006—Monday**

**The student will work on Java scripting in Dreamweaver 8 with 71% or greater mastery.**

**The student will compose daily paragraph reflective writing on JAVA and programming founders and submit them to the instructor's e-mail with no error (1-page final-draft due on Friday).**

**The student will study JAVA AP Computer Science concepts and code/program select activity with 71% or greater proficiency.**

**September 12, 2006—Tuesday**

**The student will work mini-labs to learn JAVA Programming with 71% or more comprehension of object-oriented programming and turtle graphics.**

**The student will continue to integrate computing concepts and applications to his or her digital, employability skills, etc. portfolio with no error.**

**September 13, 2006—Wednesday**

**The student will work mini-labs to learn JAVA Programming with 71% or more comprehension of object-oriented programming, turtle graphics, syntax and errors (i.e., run time; debugging, etc.).**

**The student will compose a study guide on JAVA Programming concepts to perform coding**

and programming skills tests with 71% or more compilation in Dr. Java or other compiler.

**September 14, 2006—Thursday**

The student will work mini-labs to learn JAVA Programming with 71% or more comprehension of object-oriented programming, turtle graphics, syntax, errors (i.e., run time; debugging, etc.), debugging control statements and defining classes.

**September 15, 2006—Friday**

The student will continue to integrate computing concepts and applications to his or her digital, employability skills, etc. portfolio with no error.

The student will take a skills test on JAVA Programming Concepts and complete AP Computer Science JAVA Practice Exams and pass them with 71% or greater show of proficiency.

The student will submit the 1-page reflective final-draft to 71% or greater proficiency on JAVA and programming founders and submit them to the instructor's e-mail with no error.

**September 18, 2006—Monday**

The student will construct a World in Alice using Java Preferences with 71% or more proficiency in creation. [www.alice.org](http://www.alice.org) (download free software for MACs)

The student will play SUDOKO at funbean.com to decide upon a game to program in JAVA with 71% or more proficiency in software programming design.

**September 19, 2006—Tuesday**

The student will view iste.org, NETS-S and ACM.org standards and understand each website's purpose with no error.

**September 20, 2006—Wednesday**

The student will complete his or her study guide to 71% or more completeness for the test on Friday and continue programming in Alice.

**September 21, 2006—Thursday**

The student will work in the online Java book [www.glencoe.com](http://www.glencoe.com) Introduction to JAVA Programming and complete activity in Scratch programming with 71% or more accuracy using Java Preferences in programming.

**September 22, 2006—Friday**

**The student will take a test on Java Programming, Alice and Scratch Features and discuss IT standards with 71% or more show of understanding.**

**September 25, 2006—Monday**

**The student will complete activity logs elements with no error.**

**The student will continue constructing Alice™ Projects and “All About Me” webpage elements for website development with no error.**

**September 26, 2006—Tuesday**

**The student will makeup activity from Units 1 & 2 up to chapter 7 with at least 71% or more completeness.**

**The student will work in groups to design webpages, construct websites and complete the stages of website development and stages of writing with 71% or more completeness**

**September 27-29, 2006—Wednesday-Friday**

**The student will make-up activity from Unit 1 & 2 up to Chapter 8 with 71% or more completeness.**

**The student will continue constructing “All About Me” Webpages in Dreamweaver/MS Publisher with 71% or more completeness on components assigned:**

- I. Illustration of MI**
- II. Philosophy of Education/Learning Style**
- III. Resume (Employability Skills Use Shells)**
- IV. Rubric for Web Page Construction Assessment Your Score**
- V. References/Your Dream Job Summary (Inspiration Diagram, Timeliner Projection of Time Frame for Your Life Plan or other graphic organizer)**

**Learning Styles Inventory Links (Choose your site to design your page with link: “Learning Style”):**

[http://www.educationplanner.com/education\\_planner/discovering\\_article.asp?sponsor=2859&articleName=Learning\\_Styles\\_Quiz](http://www.educationplanner.com/education_planner/discovering_article.asp?sponsor=2859&articleName=Learning_Styles_Quiz)

<http://www.engr.ncsu.edu/learningstyles/ilsweb.html>

**E-mail your results to your instructor, print a copy if printer is functioning and**

**construct your concept map, graphic, writing on your learning style. Complete your pages in Dreamweaver, First Class, MS Publisher, etc. with text, graphics, and hyperlinks with no error to complete your storyboard, webpage map with 71% or more completeness and functionality.**

