

AP Computer Science Principles

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Schedule for a Regular Bell Schedule

- 1st Pre-AP Computer Science II
- 2nd AP Computer Science A
- 3rd AP Computer Science Principles
- 4th Athletics Boys Basketball / Conference
- 5th Athletics Volleyball
- 6th Athletics Volleyball
- 7th ISS

Tutorials

- Tuesday & Thursday 1st half of Lunch
- When you attend tutorials please have specific questions.

Course Description

<https://secure-media.collegeboard.org/digitalServices/pdf/ap/ap-computer-science-principles-course-and-examdescription.pdf>

Software

We will use SNAP, Scratch and Python – all are free and available for download and home use.

Grading Policy

Tests / Projects	70%
Exercises/quizzes	30%

Academic dishonesty will not be tolerated. The Honor Code will be strictly enforced. Giving another student a file is considered cheating and will result in a zero.

Grading Rubrics will be handed out with assignment when appropriate.

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Late Policy

To receive full credit for an assignment, students must turn in assignments by the announced deadline. All late assignments will be assessed a 10% per day penalty. No late assignment will be accepted after 5 days past the deadline. A maximum penalty of 40% can be deducted on late assignments.

Classroom expectations

Most of the work for this class will be done in the classroom. The good news is that homework is at a minimum, but this means that **attendance is critical**. You will be expected to keep up with your work and turn assignments in on time. You should **not** work on assignments from other classes during class time.

Students will be expected to follow school and district policies.