

# AP Computer Science Principles

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## Schedule for a Regular Bell Schedule

- 1<sup>st</sup> & 2<sup>nd</sup> AP Computer Science A
- 3<sup>rd</sup> AP Computer Science Principles
- 4<sup>th</sup> Athletics/Conference
- 5<sup>th</sup> & 6<sup>th</sup> Athletics
- 7<sup>th</sup> Pre-AP Computer Science II

## Tutorials

- Monday - Friday 12:05 – 1:05
- When you attend tutorials please have specific questions.

## Course Description

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

## 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.