

AP Computer Science Principles / Programming 2

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chsweb.org

Units of Study

AP CSP

- The Internet
- Digital Information
- Algorithms & Programming
- Big Data & Privacy
- Building Apps
- AP Performance Tasks
- Post AP: Databases & Apps

Programming 2

- Introduction to Java
- Basic Java
- Java Methods
- Classes & OOP
- Data Structures
- Algorithms & Recursion
- Independent Project

Both Classes Offer a Possible Senior Project

- AP CSP – Has a Performance Task that may qualify
- Programming 2 students need to choose an area of specialty
- We will model Agile Development Practices
- Programming 2 students will document their project in a Software Design Document
- Parts of the document will be assigned throughout the year

Senior Project Students Only

- Students will need to inform me if they plan to do their Senior project in this course
- Students will need to present their project to the class
- Students will need to present their project on Senior Project Night
 - Last Wednesday of May (May 30th 6-8pm)

Important Course Websites

AP CSP

- [Code.org](https://www.code.org)
 - Class Code: VGBBJJ
- Canvas.Instructure.com

Programming 2

- CodeHS.com
 - Class Code: D7EA1
- Canvas.Instructure.com

Grades in AP CSP

- Summative Assessments – 60%
 - Tests/Quizzes
 - Projects
 - Performance Tasks
- Formative Assessments – 40%
 - Activity sheets
 - Journals
 - Mini-assessments

Programming 2 Grading Scheme

- Uses experience points (XP)
- Is proficiency based
 - based on outcomes
 - based on demonstrated skills
- Is designed to encourage going above & beyond
- Is aligned to a 4.0 grading scale

4.0 Grading Scale

- 4.0 = A+
- 3.7 = A
- 3.5 = A-
- 3.3 = B+
- 3.0 = B
- 2.5 = B-

- 2.4 = C+
- 2.0 = C
- 1.5 = C-
- 1.0 = D
- <1.0 = F

What's my Programming 2 grade?

- 1-3 times per grading period, I will post grades
- This will be relative to top scoring student/s
- Based on 4.0 scale like so
- Actual points may vary

Letter Grades			
Top XP Score:	500		
Base Points:	125		
Letter Grade	Grade Point Scale	% of Max Pts.	Points Needed
A	4	100%	500
A-	3.7	92.5%	462.5
B+	3.3	82.5%	412.5
B	3	75%	375
B-	2.7	67.5%	337.5
C+	2.3	57.5%	287.5
C	2	50%	250
C-	1.7	42.5%	212.5
D+	1.3	32.5%	162.5
D	1	25%	125
D-	0.7	17.5%	87.5
F	0.3	7.5%	37.5
N/A	0	0%	0

Programming 2 Level System

- Would be running throughout the entire course
- Does not directly align with final course/semester grades

Level Up Gaming Scheme		Select Another Scheme
Name:	Range:	
4.0 Demi-god	100%	to 68%
4.0 Titan	< 68%	to 64%
4.0 Epic	< 64%	to 60%
4.0 Legend	< 60%	to 56%
3.9 Champion	< 56%	to 52%
3.8 Hero	< 52%	to 48%
3.7 Paladin	< 48%	to 43%
3.6 Lord	< 43%	to 38%
3.5 Conqueror	< 38%	to 37%
3.4 Exemplar	< 37%	to 36%
3.3 Knight	< 36%	to 35%
3.2 Defender	< 35%	to 33%
3.1 Protector	< 33%	to 32%
3.0 Veteran	< 32%	to 31%
2.9 Gladiator	< 31%	to 30%
2.8 Freelancer	< 30%	to 29%
2.7 Scrapper	< 29%	to 27%

Typical Points Breakdown

- Participation: 5-10 xp
- Assignments: 10-25xp
- Quizzes: 20-50xp
- Projects & Tests: 50-100xp

How to Follow Your Child on Canvas

- Go to <https://canvas.instructure.com/register>
- Click “I am a Parent”
- You’ll need your child’s username and password to follow your child
- You’ll see everything your son/daughter can see

Contact Information

○ [Canvas.instructure.com](https://canvas.instructure.com)

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