Summer Work: AP Computer Science Principles

June, 2017

(Please read this information and follow the instructions.)

Hello, incoming AP Computer Science Principles student! I am looking forward to an exciting year in our class. We will be learning about a variety of topics, from computer programing, to how a computer works, to the effects of digitalization on our world. You will be uploading much of the work for our class to a google site that you will personalize. This summer packet contains instructions that will help you set up this site, as well as instructions on signing up for different websites/resources that we will use, all of which are free. You will also be asked to complete a coding exercise, to give you a preview of the kind of thinking skills you will develop over the course of our class.

Step 1: Curriculum Website Registration

There are several different ways that teachers can teach AP Computer Science Principles (CSP). We use a curriculum called "Mobile CSP." One of the defining characteristics of Mobile CSP is that we will build apps that will teach you programming skills, and you will be able to test your apps on Android tablets that I have in class.

All of the lessons and materials we need are online. Please follow the steps below to gain access to these materials:

1) Go to https://ram8647.appspot.com/mobileCSP/course . You should see this:

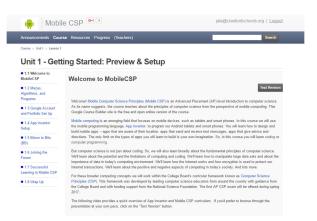


2) Click the grey "Register" button underneath the "Staff" section, and provide the requested information. Please register with your school gmail account. I will refer to this site as the "Lesson Website"

3) After you register, you should be able to log in. Under "syllabus," please click on "Unit 1 – Getting Started: Preview & Setup.

Step 2: Lesson 1.1

Click on lesson 1.1 "Welcome to MobileCSP". You should see this screen, with several lessons running down the left-hand side of the page:



Please read the information in lesson 1.1. You do not need to watch the videos in this lesson.

Step 3: Lesson 1.2

Click on lesson 1.2 "Mazes, Algorithms, and Programs." Read the information, and work through the Angry Birds activity. Although this activity is geared for younger students, it will give you an idea about the block nature of coding we will we see in the course, and it will introduce you to a pattern of thinking that will be invaluable.

After the Angry Birds Activity, read the rest of the information in lesson 1.2, and take note of the vocabulary at the bottom of the lesson. Watching the shoelace video is optional.

Step 4: Lesson 1.3

In this lesson, you will set up the site on which you will post your assignments. Go to lesson 1.3 on the lesson website. Scroll down, and you will see a list of steps to create a google site. Please take note of the changes below for making a google site.

- For step 2 on the lesson website, when you click create, select "in classic sites."
- On step 3, when you "browse the gallery for more," you must click "public" on the left-hand side of the site before you search for "Mobile CSP"
- For step 5, choose the template named "mobilecsp20162017v2"

Don't forget to change the shared settings as instructed, and e-mail me the link. You can e-mail me at:

jala@cranfordschools.org

If you are comfortable using google sites, you can start customizing your homepage as the template indicates. I will also be giving class time for this purpose, so don't worry if you don't know how to use google sites! You will have time to learn!

Step 5: Lesson 1.7

Read the material in lesson 1.7, and watch the video.

Step 6: Join Our Google Classroom

Go on google classroom using the app or a computer. The link to the site is <u>https://classroom.google.com/</u>. You can join our class by using the class code: **rddx8fs**

Step 7: Enjoy the rest of your summer!

Congratulations! You are all set for AP CSP! Please feel free to e-mail me at <u>jala@cranfordschools.org</u> if you have any questions about the directions in this summer packet. I may not always have access to e-mail (especially in early July), but I will answer when I can!