

8th Grade Computer Mastery
2018-2019
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Scope

- Computer Mastery is offered as a quarter course
- Class meets three times every two weeks
- Self-paced learning

Sequence

- Mastery of CodeHS's ***Karel the Dog*** lessons which introduces JavaScript
 - Commands
 - Flow of program
 - Proper syntax
 - Define Functions, calling functions
 - For loops
 - While loops
 - Nesting code
 - Conditional statements (if, if/else)

Learning Objectives

- Students will work at their own pace to complete on-line lessons.
- Students will learn computer science concepts and build upon concepts learned using Scratch and Lego Robotics programming.

Method of Assessment, Evaluation and Grading

- Upon completion of Mastery level, student performance will be measured according to a rubric.
- Participation and effort

Homework

- No homework **required** unless student doesn't finish exercises in class and falls behind.