

AP Computer Science Syllabus

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Course Overview

Code.org's Computer Science Principles (CSP) curriculum is a full-year, rigorous, entry-level course that introduces high school students to the foundations of modern computing. The course covers a broad range of foundational topics such as programming, algorithms, the Internet, big data, digital privacy and security, and the societal impacts of computing. Code.org is recognized by the College Board as an endorsed provider of curriculum and professional development for AP® Computer Science Principles (AP CSP). This endorsement affirms that all components of Code.org CSP's offerings are aligned to the AP Curriculum Framework standards, the AP CSP assessment, and the AP framework for professional development. Using an endorsed provider affords schools access to resources including an AP CSP syllabus pre-approved by the College Board's AP Course Audit, and officially-recognized professional development that prepares teachers to teach AP CSP.

Curriculum At-a-Glance

Unit 1 Digital Information	Explore how computers store complex information like numbers, text, images and sound and debate the impacts of digitizing information.
Unit 2 The Internet	Learn about how the Internet works and discuss its impacts on politics, culture, and the economy.
Unit 3 Intro to App Design	Design your first app while learning both fundamental programming concepts and collaborative software development processes.
Unit 4 Variables, Conditionals, and Functions	Expand the types of apps you can create by adding the ability to store information, make decisions, and better organize code.
Unit 5 Data	Explore and visualize datasets from a wide variety of topics as you hunt for patterns and try to learn more about the world around you.
Unit 6 Lists, Loops, and Traversals	Build apps that use large amounts of information and pull in data from the web to create a wider variety of apps.
Unit 7 Parameters, Return, and Libraries	Learn how to design clean and reusable code that you can share with a single classmate or the entire world.
Unit 8 Cybersecurity and Global Impacts	Research and debate current events at the intersection of data, public policy, law, ethics, and societal impact.
Unit 9 Create PT Prep	Practice and complete the Create Performance Task (PT).
Unit 10 Algorithms	Design and analyze algorithms to understand how they work and why some are considered better than others.

Covering the AP CSP Conceptual Framework

The CS Principles Conceptual Framework developed by the College Board outlines five "Big Ideas" of computing which are further subdivided into Enduring Understanding, Learning Objectives, and Essential Knowledge Statements. The framework further identifies six "Computational Thinking Practices," containing skills that students should employ and develop. The curriculum is designed such that students investigate each of these big ideas while practicing the computational thinking practices.

Big Ideas

CRD: Creative Development

DAT: Data

AAP: Algorithms and Programming

CSN: Computing Systems and Networks

IOC: Impact of Computing

Computational Thinking Practices

CTP1: Computational Solution Design

CTP2: Algorithms and Program Development

CTP3: Abstraction in Program Development

CTP4: Code Analysis

CTP5: Computing Innovations

CTP6: Responsible Computing

Standards of Academic Integrity

Academic Integrity, Cheating and Plagiarism: BHS is holding the students to a code of academic integrity.

Cheating is defined as, an action done by a student to supply work for another student, or turn in work, use work, or rely on work that is not their own, other than in circumstances clearly understood to involve collaborative or group learning.

Examples, but not limited to:

- Copying or attempting to copy from another student's work
- Allowing another student to copy work
- Bringing information materials, or devices to class or taking information, materials, or devices from a class.

Plagiarism is defined as, copying or attempting to copy another's work and claiming it as one's own.

Examples, but not limited to:

- Passages
- Pictures/illustrations
- Graphs/diagrams
- Information directly from books, magazines, newspapers, compositions, essays, internet sources the teacher or staff will investigate any discovery of alleged cheating or plagiarism. Teachers will notify parents or guardians by telephone and/or email of the violation of academic code of conduct.

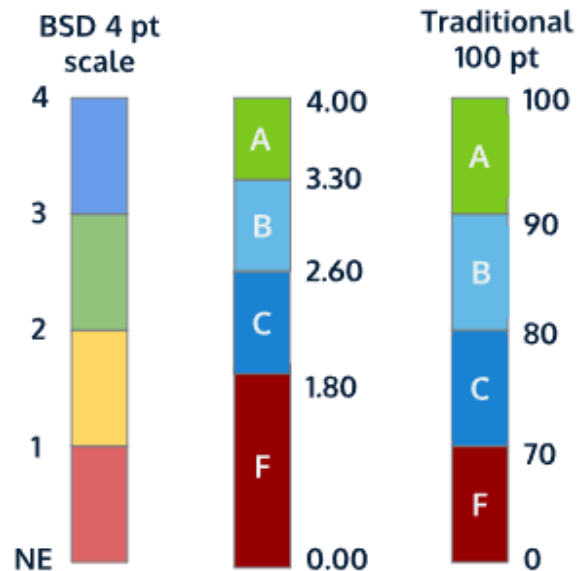
Grading Policy

Summative Assessments: 100%

Grading Scale

All Bethel Secondary Schools will be implementing a consistent overall grading scale for the 2025–26 school year based on the 4-point system.

BETHEL SCHOOLS ACADEMIC RUBRIC		
LEVEL	LABEL	DESCRIPTORS
4	ACCOMPLISHING	Student demonstrates a <u>clear</u> and <u>consistent</u> understanding and achieves the skill/concept from the standard.
3	OBTAINING	Student demonstrates an <u>understanding</u> and achieves the skill/concept from the standard.
2	DEVELOPING	Student demonstrates and achieves <u>some</u> components of the skill/concept from the standard.
1	BEGINNING	Student <u>begins</u> to demonstrate and achieve components of the skill/concept from the standard.
EX = Excused [Does not impact grade] & NE = No Evidence [Did not complete = 0 in gradebook]		



Standard Score is calculated as the MODE of summative scores for a given priority standard. If no MODE is available or less than three assignments are scored, the standard score will be calculated as the mean (average) of summative scores.

Overall Score is calculated as the MEAN or average of all calculated Standard Scores rounded to the nearest hundredth. The course grade is determined using the BSD Overall Grade Scale.

Grade	Minimum	Maximum
A	3.30	4.00
B	2.60	3.29
C	1.80	2.59
F	0	1.79

No Credit:

The NE (No Evidence) is the Progress Report grade and if an NE is still the mark @ Final Grade, it will become an F.

Assessment Retake

Students that do not demonstrate adequate progress on assessments (either a written test, or project) will be provided with retakes opportunities. Students may be required to complete a retake after school, and will need to make arrangements with the instructor. Reassessment is available up until five days before the end of the Trimester.

Make-Up Work Policy

If a student misses class, it is up to the student to find out what they missed. All daily assignments are posted on The Daily Agenda and on Canvas with instructions and access to worksheets, videos, etc. If a student has questions about missed assignments, they should let the teacher know as soon as possible.

Cell Phone Policy (includes headphones, earbuds, airpods or any non-school device)

During classroom time, the student must have their cell phone put away where it is not visible by staff. This includes personal headphones, earbuds, airpods, or any device that has not been given by the school. If staff see any of these during classroom time, they are in violation of this policy and are subject to progressive discipline.

Parents may call 1-253-800-7000 or 1-253-800-7092 to relay emergency messages to students. Students may use the school phones at the discretion of teachers and staff.



BHS Cell Phone Policy *Student Facing Flowchart 2025-26*

"During classroom time, any personal electronic device not provided or approved by the school must be off and put away (out of sight)."

	First Offense Phone goes to teacher secure storage. Teacher contacts home via email and documents the incident. Cell Phone returned to the student at the end of class.
	Second Offense Phone goes to teacher secure storage. Teacher contacts home via phone call and documents the incident. Cell Phone returned to the student at the end of class
	Third Offense Student takes their phone to the attendance office using the Smartpass Cell Phone Jail. Phone call home immediately by Campus Safety or Administration. Cell Phone returned to the student at the end of the day.
	Fourth Offense and Beyond Student takes their phone to the attendance office using the Smartpass Cell Phone Jail. Phone call home immediately by Campus Safety or Administration. Cell Phone returned to the parent or guardian at the end of the day. Student subject to progressive discipline.

BE THE BISON

FIERCE IN CHARACTER
FOCUSED IN CLASS



CELL PHONES MUST BE OFF AND AWAY DURING CLASS

WE ARE COMMITTED TO KEEPING CLASSROOMS FOCUSED AND FREE OF DISTRACTIONS.

If a student refuses to comply:

You will be given a reminder and then if you still do not comply you will be removed from the classroom and discipline will occur.

Technology Use Policy

Students in this course will have access to desktop computers connected to the Bethel School District network. All computer and internet usage is closely monitored to ensure compliance with district policies. Any misuse of school technology, including but not limited to inappropriate websites, unauthorized downloads, or tampering with settings or files, will result in disciplinary action. Consequences may include detention or suspension, depending on the severity of the offense. Responsible and ethical use of technology is expected at all times.

Computer Lab Safety

Students will receive disciplinary action for the following violations:

- Unplugging or tampering with computer cables, cords, or electrical outlets.
- Changing computer settings, backgrounds, or system configurations.
- Rolling or pushing chairs across the room.
- Consuming food or beverages at computer workstations.