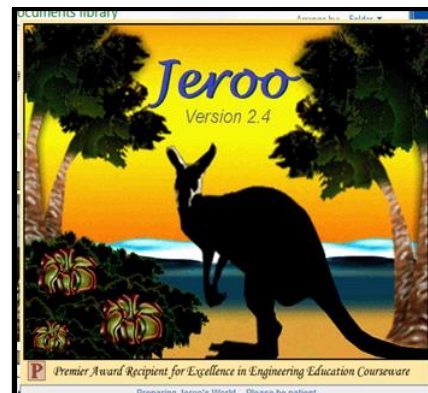
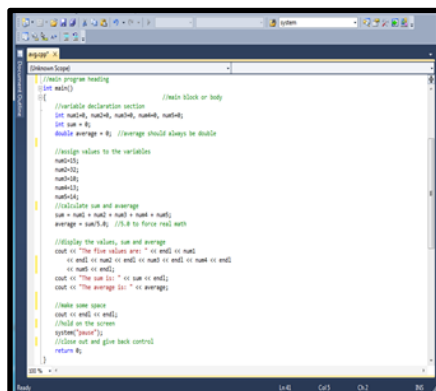
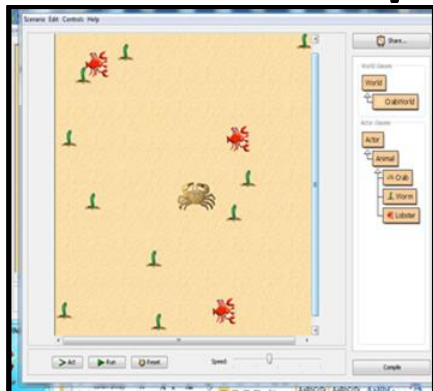


Computer Programming I



Prerequisite: Principles of IT AND Geometry or concurrent enrollment

Course: 1260CT

Credits: 1

Length: 18 weeks

Placement: 9-12

Course Description

In this hands-on course environment, students will learn the fundamentals of computer science and computer programming utilizing a high-level language such as C++ or Java. Students will learn programming methodologies, algorithm development, problem solving skills, and the ethical and social considerations for the appropriate use of computer software and hardware throughout the course.

Student Activities

Students will use the computer to create, test, and evaluate programs and games. Students will do mostly hands-on activities to learn and use the design process, analyze problems and create programming algorithms, and make unique projects in a variety of graphical environments.

What's next?

If you want to learn more about programming and careers in computer science then you should consider taking these courses:

- Computer Programming II
- AP Computer Science Principles
- Practicum in Information Technology
- Web Technologies
- Video Game Design I, II, III
- Visit Achieve Texas for more information on careers

<http://www.achievetexas.org/Information.htm>

Organizations/After School/Competitions

- Computer Science Students Association
- Game Design Club
- Business Professionals of America
- UIL Computer Science
- FIRST FTC Robotics



Additional Considerations

Students must have successfully completed Algebra I and Geometry without modification.