

**8<sup>th</sup> Grade Computer Mastery**  
2019-2020  
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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.