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Mr. Kenneth Andrews, AP Coordinator
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AP Computer Science Principles
Game On Curriculum | Summer Assignment

Start Date: May 26, 2026

Submission Deadline: August 3, 2026 (First Day of School)

Grade Posting Date: August 28, 2026

Student Direction: [Click the link to access the summer assignment and pacing schedule](#)



AP COMPUTER SCIENCE PRINCIPLES

Summer Assignment

Game On Curriculum • Powered by Unity

Welcome to AP Computer Science Principles!

This summer, you'll get a head start on one of the most exciting courses in your high school career. AP CSP combines programming, creative design, and big-picture thinking about how computing shapes the world around us - including the video games you love.

This course uses the Game On curriculum, where you'll learn real computer science concepts by designing and building games in Unity. Before the school year begins, we want you to complete this Summer Assignment to:

- Build background knowledge in key AP CSP concepts
- Get familiar with the tools and vocabulary we'll use all year
- Start thinking like a computer scientist and game designer
- Set yourself up for success on the AP Exam in May

"Where Education Meets Purpose"

