

DECATUR CITY SCHOOLS

SUMMER ASSIGNMENT

AP COMPUTER SCIENCE PRINCIPLES

2019/2020



*Providing an innovative learning community committed to academic excellence
and meeting the unique needs of every individual.*

The Decatur City Board of Education does not discriminate on the basis of race, color, national origin, sex, disability, religion, or age in its programs and activities, and provides equal access to the Boy Scouts and other designated youth groups. The following person has been designated to handle inquiries regarding the non-discrimination policies: Dr.

Stefanie Underwood, 302 4th Avenue, NE, Decatur AL 35601, 256-552-3000, stefanie.underwood@dcs.edu.

Join My Summer Section

1. Create a Code.org account using your school Google email, if you have not already done so. You can do this at https://studio.code.org/users/sign_up. Sign up with your school Google email by clicking on the red button.

Continue with Google

Username: LastName, FirstName

2. Sign in to your Code.org account.
3. Navigate to <https://code.org/join> and type in section code:

Austin High School: **CPBPHH**

Decatur High School: **LSWYQG**

4. Once you press the "Go" button, you should be added to the appropriate section and you may start completing the assigned lessons.

Student Instructions

You will be required to complete each of the lessons listed below over the course of the summer. Each lesson takes no more than 30 minutes to complete. Approximate total time to complete this assignment is 8 hours. Completing these lessons will help prepare you for AP Computer Science Principles, even if you have never programmed before. Completion of this assignment will count as your first test grade of the year. Partial credit may be awarded.

Please note that code.org records when a lesson was last completed, submitted, or edited. The deadline for the completion of this assignment is a firm deadline. You will NOT be able to submit this assignment late.

Lesson Names

2. Coding with Angry Birds
4. Debugging with Scrat
5. Collecting Treasure with Laurel
6. Creating Art with Code
8. Loops with Rey and BB-8
11. Looking Ahead with Minecraft
12. Nested Loops in Bee
14. While Loops with the Farmer
15. Until Loops in Maze
17. If/Else with Bee
20. Functions with Minecraft
22. Functions in Artist
24. Determine the Concept
26. Build a Flappy Game
29. Variables with Artist
31. Changing Variables with Artist
33. For Loops with Bee
34. For Loops with Artist
35. Learning Sprite Lab

Deadline: August 7th (A Day), August 8th (B Day)