

Computer Science A ('22-'23) Resources

Unit 1 - Object-Oriented Programming ('22-'23)

Lesson 1: Welcome to CSA

Resources

For the students

- [Change the Face of Computer Science](#) - Video
- [Software Engineering Characteristics](#) - Handout
- [Unit 1 Guide](#) - Handout

Prep

- Gather sticky notes (at least 20 for each student)
- Print copies of the Software Engineering Skills handout (one half sheet for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: Java Lab

Resources

For the students

- [Java Lab Basics](#) - Video
- [U1L2 Extra Practice](#) - Handout
- [Unit 1 Guide](#) - Handout
- [Writing Our First Program](#) - Video

Prep

- Create a verified teacher account and a section for your class as indicated on the Code Studio Setup resource
- Print copies of the Unit 1 Guide handout (one for each student)

Computer Science A ('22-'23) Resources

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 3: The Neighborhood

Resources

For the students

- [Creating Objects](#) - Video
- [Object-Oriented Programming](#) - Video
- [U1L3 Extra Practice](#) - Handout
- [Welcome to The Neighborhood](#) - Video

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 4: Navigating and Painting

Resources

For the students

- [Calling Methods](#) - Video
- [U1L4 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 5: One-Way Selection Statements

Resources

For the students

- [Conditional Statements](#) - Video
- [U1L5 Extra Practice](#) - Handout

Prep

- Create a Debugging Wall by either designating a physical space in your classroom or making a digital version using a presentation program or an interactive whiteboard as indicated on Setting Up the Debugging Wall resource
- If using a physical Debugging Wall, gather two sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 6: PainterPlus

Resources

For the students

- [Inheritance](#) - Video
- [U1L6 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 7: Writing Methods

Resources

For the students

- [U1L7 Extra Practice](#) - Handout
- [Writing a Method](#) - Video

Prep

- Gather 1-2 sticky notes
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 8: Code Reviews

Resources

For the students

- [CS Bingo Cards](#) - Handout
- [Code Reviews](#) - Resource
- [Commits and the Backpack](#) - Video
- [Software Engineering: Code Reviews](#) - Video
- [U1L8 Extra Practice](#) - Handout

Prep

- Create code review groups as indicated on the Code Reviews resource
- Print copies of the CS Bingo Cards (one card for each student)
- Print the CS Bingo Definitions resource and mix them up
- Print copies of the student version of the Code Reviews resource (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers
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Computer Science A ('22-'23) Resources

Lesson 9: Loops

Resources

For the students

- [U1L9 Extra Practice](#) - Handout
- [While Loops](#) - Video
- [Writing Algorithms](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups from the previous lesson
- Print copies of the Writing Algorithms handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 10: Two-Way Selection Statements

Resources

For the students

- [Two-Way Selection and NOT](#) - Video
- [U1L10 Extra Practice](#) - Handout
- [Using Two-Way Selection and NOT](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups from the previous lesson
- Print copies of the Using Two-Way Selection and NOT handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 11: Debugging Strategies

Resources

For the students

- [Printing in Java](#) - Video
- [U1L11 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 12: Decomposition and Design

Resources

For the students

- [Decomposition](#) - Handout
- [U1L12 Extra Practice](#) - Handout

Prep

- Print copies of the Decomposition handout (one for each pair of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 13: PatternPainter

Resources

For the students

- [PatternPainter](#) - Handout
- [U1L13 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Print copies of the PatternPainter handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: BackgroundPainter

Resources

For the students

- [BackgroundPainter](#) - Handout
- [U1L14 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Print copies of the BackgroundPainter handout (one for each student)
- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 15: Open Source Code

Resources

For the students

- [Exploring Open Source Code](#) - Handout
- [U1L15 Extra Practice](#) - Handout
- [Unit 1 Study Guide](#) - Resource

Prep

- Enter the words/phrases from Lesson 1 onto the indicated slide
- Gather sticky notes (at least three for each student)
- Print copies of the Exploring Open Source Code handout (one for each student)
- Print copies of the Unit 1 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 16: Asphalt Art Project – Day 1

Resources

For the students

- [Asphalt Art Project Planning Guide](#) - Handout
- [Unity and Safety Through Street Art in Norfolk, VA](#) - Video

Prep

- Review project setup, requirements, and rubric
- Print copies of the Asphalt Art Project Planning Guide handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 17: Asphalt Art Project – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 18: Asphalt Art Project – Day 3

Resources

There are no resources for this lesson.

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 19: FRQ Practice

Resources

For the students

- [SpiralPainter FRQ](#) - Handout

Prep

- Print the SpiralPainter FRQ Stations resource
- Cut out the manipulatives in the SpiralPainter FRQ Stations resource
- Create stations around the classroom as indicated on the SpiralPainter FRQ Stations resource
- (Optional) Gather a blue, orange, and pink colored pencil or marker for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 20: Unit 1 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Unit 2 - Class Structure and Design ('22-'23)

Lesson 1: Variables

Resources

For the students

- [Creating Variables](#) - Video
- [U2L1 Extra Practice](#) - Handout
- [Unit 2 Guide](#) - Handout

Prep

- Print copies of the Unit 2 Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: Operators and Expressions

Resources

For the students

- [U2L2 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 3: Attributes

Resources

For the students

- [Classes and Objects Manipulatives](#) - Handout
- [Instance Variables and Attributes](#) - Video
- [U2L3 Extra Practice](#) - Handout

Prep

- Print copies of the Classes and Objects Manipulatives (one set for each student)
- (Optional) Cut out the manipulatives on pages 2-5 on the Classes and Objects Manipulatives
- Gather several sticky notes, small scrap pieces of paper, tape, and rubber bands or yarn
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 4: Constructors

Resources

For the students

- [Constructors](#) - Video
- [Overloaded Constructors](#) - Video
- [U2L4 Extra Practice](#) - Handout

Prep

- Gather the Classes and Objects Manipulatives from the previous lesson
- Gather several sticky notes, small scrap pieces of paper, tape, and rubber bands or yarn
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 5: User Input

Resources

For the students

- [Creating a Scanner Object](#) - Video
- [Scanner Class Methods](#) - Video
- [U2L5 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 6: Class Hierarchies

Resources

For the students

- [U2L6 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 7: Accessor Methods

Resources

For the students

- [Accessor Methods](#) - Video
- [U2L7 Extra Practice](#) - Handout

Prep

- Gather the Classes and Objects Manipulatives (introduced in Lesson 3 and last used in Lesson 4)
- Gather several sticky notes, small scrap pieces of paper, tape, and rubber bands or yarn
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 8: Mutator Methods

Resources

For the students

- [Mutator Methods](#) - Video
- [U2L8 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 9: Printing Objects

Resources

For the students

- [CS Bingo Cards](#) - Handout
- [The toString\(\) Method](#) - Video
- [U2L9 Extra Practice](#) - Handout

Prep

- Print copies of the CS Bingo Cards (one card for each student)
- Print the CS Bingo Definitions resource and mix them up
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 10: Scope and this

Resources

For the students

- [Diagramming Scope](#) - Handout
- [U2L10 Extra Practice](#) - Handout
- [Unit 2 Study Guide](#) - Resource

Prep

- Print copies of the Unit 2 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 11: Store Management Project – Day 1

Resources

For the students

- [Store Management Project Planning Guide](#) - Activity Guide

Prep

- Print copies of the Store Management Project Planning Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 12: Store Management Project – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 13: Store Management Project – Day 3

Resources

There are no resources for this lesson.

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: FRQ Practice

Resources

For the students

- [Burger Class FRQ](#) - Handout
- [Burger Class FRQ Graphic Organizer](#) - Handout
- [Burger Class FRQ Scoring Guidelines](#) - Handout

Prep

- Print the Burger Class FRQ Stations resource
- Create stations around the classroom as indicated on the Burger Class FRQ Stations resource
- Print copies of the Burger Class FRQ Graphic Organizer (one for each student)
- Print copies of the Burger Class FRQ handout (one for each student)
- Print copies of the Burger Class FRQ Scoring Guidelines (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 15: Unit 2 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Unit 3 - Arrays and Algorithms ('22-'23)

Lesson 1: One-Dimensional (1D) Arrays

Resources

For the students

- [Exploring 1D Arrays](#) - Handout
- [One-Dimensional \(1D\) Arrays](#) - Video
- [U3L1 Extra Practice](#) - Handout
- [Unit 3 Guide](#) - Handout

Prep

- Print copies of the Unit 3 Guide (one for each student)
- Print copies of the Exploring 1D Arrays handout (one for each pair of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 2: Array Elements

Resources

For the students

- [Adding Values to a 1D Array](#) - Video
- [Investigating Arrays](#) - Handout
- [U3L2 Extra Practice](#) - Handout

Prep

- Print copies of the Investigating Arrays handout (one for each pair of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 3: For Loops

Resources

For the students

- [For Loops](#) - Video
- [Tracing Loops](#) - Handout
- [U3L3 Extra Practice](#) - Handout

Prep

- Print copies of the Tracing Loops handout (one for each student)
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 4: Array Algorithms

Resources

For the students

- [CS Bingo Cards](#) - Handout
- [Exploring Algorithms](#) - Handout
- [U3L4 Extra Practice](#) - Handout

Prep

- Print copies of the CS Bingo Cards (one card for each student)
- Print the CS Bingo Definitions resource and mix them up
- Print copies of the Exploring Algorithms handout (one for each pair of students)
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 5: Enhanced For Loops

Resources

For the students

- [Careers in Tech: My Name is Polina](#) - Video
- [Enhanced For Loops](#) - Video
- [U3L5 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 6: Static Variables and Constants

Resources

For the students

- [Constants](#) - Video
- [Static Variables](#) - Video
- [U3L6 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 7: Polymorphism

Resources

For the students

- [Investigating Polymorphism](#) - Handout
- [U3L7 Extra Practice](#) - Handout

Prep

- Print copies of the Investigating Polymorphism handout (one for each pair of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 8: More Array Algorithms

Resources

For the students

- [U3L8 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 9: Reversing Arrays

Resources

For the students

- [Reversing an Array](#) - Handout
- [U3L9 Extra Practice](#) - Handout

Prep

- Print copies of the Reversing an Array handout (one for each pair of students)
- (Optional) Cut out the Reversing an Array manipulatives
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 10: Finding Duplicates

Resources

For the students

- [Finding Duplicates](#) - Handout
- [Tracing Nested Loops](#) - Handout
- [U3L10 Extra Practice](#) - Handout
- [Unit 3 Study Guide](#) - Resource

Prep

- Print copies of the Tracing Nested Loops handout (one for each student)
- Print copies of the Finding Duplicates handout (one for each pair of students)
- (Optional) Cut out the Finding Duplicates manipulatives
- Create code review groups if you are not reusing the same groups
- Print copies of the Unit 3 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 11: Data for Social Good Project – Day 1

Resources

For the students

- [Data for Social Good Project Planning Guide](#) - Handout

Prep

- Print copies of the Data for Social Good Project Planning Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 12: Data for Social Good Project – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 13: Data for Social Good Project – Day 3

Resources

There are no resources for this lesson.

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: FRQ Practice

Resources

For the students

- [TicketTracker FRQ](#) - Handout
- [TicketTracker FRQ Graphic Organizer](#) - Handout
- [TicketTracker FRQ Scoring Guidelines](#) - Handout

Computer Science A ('22-'23) Resources

Prep

- Print copies of the TicketTracker FRQ Graphic Organizer (one for each student)
- Print copies of the TicketTracker FRQ handout (one for each student)
- Print copies of the TicketTracker FRQ Scoring Guidelines (one for each student)
- (Optional) Gather blue, orange, and pink colored pencils or markers for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 15: Unit 3 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Unit 4 - Conditions and Logic ('22-'23)

Lesson 1: The Theater

Resources

For the students

- [Investigating The Theater](#) - Handout
- [U4L1 Extra Practice](#) - Handout
- [Unit 4 Guide](#) - Handout

Computer Science A ('22-'23) Resources

Prep

- Print copies of the Unit 4 Guide (one for each student)
- Print copies of the Investigating The Theater handout (one for each pair of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: Object Aliases and Equality

Resources

For the students

- [U4L2 Extra Practice](#) - Handout

Prep

- Gather sticky notes or scrap piece of papers (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 3: Nested if Statements

Resources

For the students

- [U4L3 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 4: Logical Operators

Resources

For the students

- [CS Bingo Cards](#) - Handout
- [Truth Tables](#) - Handout
- [U4L4 Extra Practice](#) - Handout

Prep

- Print copies of the Truth Tables handout (one for each student)
- Print copies of the CS Bingo Cards (one card for each student)
- Print the CS Bingo Definitions resource and mix them up
- Gather sticky notes or scrap pieces of paper (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 5: De Morgan's Laws

Resources

For the students

- [De Morgan's Laws](#) - Handout
- [U4L5 Extra Practice](#) - Handout

Prep

- Print copies of the De Morgan's Laws handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 6: Static Methods

Resources

For the students

- [Dataset Summaries](#) - Handout
- [U4L6 Extra Practice](#) - Handout

Prep

- Print copies of the Dataset Summaries handout (one for each student)
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 7: The Math Class

Resources

For the students

- [The Math Class](#) - Handout
- [U4L7 Extra Practice](#) - Handout

Prep

- Print copies of The Math Class handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 8: Casting and Rounding

Resources

For the students

- [Casting](#) - Video
- [Investigating Casting](#) - Handout
- [U4L8 Extra Practice](#) - Handout

Prep

- Print copies of the Investigating Casting handout (one for each pair of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 9: Random

Resources

For the students

- [Random Numbers](#) - Video
- [U4L9 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 10: Multi-Selection Statements

Resources

For the students

- [Finding Patterns](#) - Handout
- [Multi-Selection Statements](#) - Video
- [U4L10 Extra Practice](#) - Handout
- [Unit 4 Study Guide](#) - Resource

Prep

- Print copies of the Finding Patterns handout (one for each student)
- Create code review groups if you are not reusing the same groups
- Print copies of the Unit 4 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 11: Abstract Data Art Project – Day 1

Resources

For the students

- [Abstract Data Art Project Planning Guide](#) - Handout

Prep

- Print copies of the Abstract Data Art Project Planning Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 12: Abstract Data Art Project – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 13: Abstract Data Art Project – Day 3

Resources

There are no resources for this lesson.

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: FRQ Practice

Resources

For the students

- [BingoCaller FRQ](#) - Handout
- [BingoCaller Scoring Guidelines](#) - Handout

Computer Science A ('22-'23) Resources

Prep

- Print copies of the BingoCaller FRQ handout (one for each student)
- Print copies of the BingoCaller FRQ Scoring Guidelines (one for each student)
- Gather sticky notes or scrap pieces of paper (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 15: Unit 4 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Unit 5 - Two-Dimensional Arrays ('22-'23)

Lesson 1: Two-Dimensional (2D) Arrays

Resources

For the students

- [U5L1 Extra Practice](#) - Handout
- [Unit 5 Guide](#) - Handout

Prep

- Print copies of the Unit 5 Guide (one for each student)

Computer Science A ('22-'23) Resources

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: Row-Major Traversal

Resources

For the students

- [Tracing 2D Array Traversals](#) - Handout
- [U5L2 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 3: Column-Major Traversal

Resources

For the students

- [Tracing Column-Major Traversals](#) - Handout
- [U5L3 Extra Practice](#) - Handout

Prep

- Print copies of the Tracing Column-Major Traversals handout (one for each pair of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 4: Reverse a 2D Array

Resources

For the students

- [CS Bingo Definitions](#) - Handout
- [Reversing a 2D Array](#) - Handout
- [U5L4 Extra Practice](#) - Handout

Prep

- Print copies of the Reversing a 2D Array handout and manipulatives (one for each pair of students)
- (Optional) Cut out the manipulatives from the Reversing a 2D Array handout
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 5: Enhanced For Loops

Resources

For the students

- [Enhanced For Loops Anticipation Guide](#) - Handout
- [Enhanced For Loops and 2D Arrays](#) - Video
- [Tracing Enhanced For Loops](#) - Handout
- [U5L5 Extra Practice](#) - Handout

Prep

- Print copies of the Enhanced For Loops Anticipation Guide (one for each student)
- Print copies of the Tracing Enhanced For Loops handout (one for each pair of students)
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 6: Images in The Theater

Resources

For the students

- [Creating Image Filters](#) - Handout
- [U5L6 Extra Practice](#) - Handout

Prep

- Print copies of the Creating Image Filters handout and manipulatives (one for each pair of students)
- (Optional) Cut out the manipulatives from the Creating Image Filters handout
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 7: Impacts of Programs

Resources

For the students

- [Data Collection](#) - Handout
- [This is Not Morgan Freeman](#) - Video
- [U5L7 Extra Practice](#) - Handout

Prep

- Create stations labeled "School", "Home", and "Hobbies" for the Data Collection activity
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 8: Modifying Images

Resources

For the students

- [Grayscale Images](#) - Handout
- [U5L8 Extra Practice](#) - Handout

Prep

- Print copies of the Grayscale Image handout (one for each pair of students)
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 9: Finding Duplicates

Resources

For the students

- [Finding Duplicates](#) - Handout
- [U5L9 Extra Practice](#) - Handout

Prep

- Print copies of the Finding Duplicates handout and manipulatives (one for each pair of students)
- (Optional) Cut out the manipulatives from the Finding Duplicates handout
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 10: Shifting a 2D Array

Resources

For the students

- [Shifting a 2D Array](#) - Handout
- [U5L10 Extra Practice](#) - Handout
- [Unit 5 Study Guide](#) - Resource

Prep

- Print copies of the Shifting a 2D Array handout and manipulatives (one for each pair of students)
- (Optional) Cut out the manipulatives from the Shifting a 2D Array handout
- Create code review groups if you are not reusing the same groups
- Print copies of the Unit 5 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 11: Personal Narrative Project – Day 1

Resources

For the students

- [Personal Narrative Project Planning Guide](#) - Handout

Prep

- Print copies of the Personal Narrative Project Planning Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 12: Personal Narrative Project – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 13: Personal Narrative Project – Day 3

Resources

There are no resources for this lesson.

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: FRQ Practice

Resources

For the students

- [GrayscaleImage FRQ](#) - Handout
- [GrayscaleImage FRQ Scoring Guidelines](#) - Handout
- [Java Quick Reference](#) - Resource

Computer Science A ('22-'23) Resources

Prep

- Print copies of the GrayscaleImage FRQ handout (one for each student)
- Print copies of the Java Quick Reference (one for each student)
- Print copies of the GrayscaleImage FRQ Scoring Guidelines (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 15: Unit 5 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Unit 6 - ArrayLists and String Methods ('22-'23)

Lesson 1: Project Planning

Resources

For the students

- [Project Characteristics](#) - Handout
- [U6L1 Extra Practice](#) - Handout
- [Unit 6 Guide](#) - Handout

Prep

- Print copies of the Unit 6 Guide (one for each student)

Computer Science A ('22-'23) Resources

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: Integer and Double Objects

Resources

For the students

- [U6L2 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 3: ArrayLists

Resources

For the students

- [U6L3 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 4: Manipulating Elements

Resources

For the students

- [CS Bingo Cards](#) - Handout
- [U6L4 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 5: Lists of Objects

Resources

For the students

- [U6L5 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 6: Removing Elements

Resources

For the students

- [U6L6 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 7: String Methods

Resources

For the students

- [U6L7 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 8: Comparing Strings

Resources

For the students

- [U6L8 Extra Practice](#) - Handout

Computer Science A ('22-'23) Resources

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 9: String Algorithms

Resources

For the students

- [U6L9 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 10: ArrayList Algorithms

Resources

For the students

- [U6L10 Extra Practice](#) - Handout
- [Unit 6 Study Guide](#) - Resource

Prep

- Create code review groups if you are not reusing the same groups
- Print copies of the Unit 6 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 11: Natural Language Processing Project – Day 1

Resources

For the students

- [Natural Language Processing Project Planning Guide](#) - Handout

Prep

- Print copies of the Natural Language Processing Project Planning Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 12: Natural Language Processing Project – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 13: Natural Language Processing Project – Day 3

Resources

There are no resources for this lesson.

Computer Science A ('22-'23) Resources

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: FRQ Practice

Resources

For the students

- [Java Quick Reference](#) - Resource
- [TemperatureAction FRQ](#) - Handout
- [TemperatureAction FRQ Scoring Guidelines](#) - Handout

Prep

- Print copies of the TemperatureAction FRQ handout (one for each student)
- Print copies of the Java Quick Reference resource (one for each student)
- Print copies of the TemperatureAction FRQ Scoring Guidelines (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 15: Unit 6 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Unit 7 - Method Decomposition and Recursion ('22-'23)

Lesson 1: Project Planning

Resources

For the students

- [Creative Coding with The Theater Project Planning Guide](#) - Handout
- [Project Planning Board](#) - Handout
- [U7L1 Extra Practice](#) - Handout
- [Unit 7 Guide](#) - Handout

Prep

- Print copies of the Unit 7 Guide (one for each student)
- Print copies of the Creative Coding with The Theater Project Planning Guide (one for each student)
- Gather a manilla folder and a small stack of sticky notes (10-12) for each student
- Print copies of the Project Planning Board (one per student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: Method Parameters

Resources

For the students

- [U7L2 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 3: Overloading Methods

Resources

For the students

- [U7L3 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 4: Private Methods

Resources

For the students

- [CS Bingo Cards](#) - Handout
- [Project Planning Feedback](#) - Handout
- [U7L4 Extra Practice](#) - Handout

Prep

- Print copies of the Project Planning Feedback handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 5: Overriding Methods

Resources

For the students

- [U7L5 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 6: Intellectual Property

Resources

For the students

- [Algorithms](#) - Handout
- [U7L6 Extra Practice](#) - Handout

Prep

- Print copies of the Algorithms handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 7: Recursion

Resources

For the students

- [Coloring Page](#) - Handout
- [Recursion Unplugged](#) - Handout
- [U7L7 Extra Practice](#) - Handout

Prep

- Print copies of the Recursion Unplugged handout (one for each pair of students)
- Print copies of the Coloring Page handout
- Print and cut out the Method Cards
- Gather sets of ten disposable cups and markers or colored pencils
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 8: Recursion vs Iteration

Resources

For the students

- [U7L8 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 9: Recursive Algorithms

Resources

For the students

- [Tracing Recursion](#) - Handout
- [U7L9 Extra Practice](#) - Handout

Prep

- Print copies of the Tracing Recursion handout (one for each student)
- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 10: Maximizing System Reliability

Resources

For the students

- [Open Source Bugs \(Version A\)](#) - Handout
- [Open Source Bugs \(Version B\)](#) - Handout
- [Open Source Bugs \(Version C\)](#) - Handout
- [The Rise of Open Source Software](#) - Video
- [U7L10 Extra Practice](#) - Handout
- [Unit 7 Study Guide](#) - Resource

Prep

- Print copies of the Open Source Bugs handouts (two copies of one version per pair of students)
- Print copies of the Unit 7 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 11: Creative Coding with The Theater – Day 1

Resources

For the students

- [Creative Coding with The Theater Project Planning Guide](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 12: Creative Coding with The Theater – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 13: Creative Coding with The Theater – Day 3

Resources

There are no resources for this lesson.

Computer Science A ('22-'23) Resources

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: FRQ Practice

Resources

For the students

- [Java Quick Reference](#) - Resource
- [MusicQueue FRQ](#) - Handout
- [MusicQueue FRQ Scoring Guidelines](#) - Handout

Prep

- Print copies of the MusicQueue FRQ handout (one for each student)
- Print copies of the Java Quick Reference (one for each student)
- Print copies of the MusicQueue FRQ Scoring Guidelines (one for each student)
- Gather several sharpened pencils and scratch paper
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 15: Unit 7 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource

Computer Science A ('22-'23) Resources

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Unit 8 - Searching and Sorting ('22-'23)

Lesson 1: Project Planning

Resources

For the students

- [Creative Coding with the Console Project Planning Guide](#) - Handout
- [U8L1 Extra Practice](#) - Handout
- [Unit 8 Guide](#) - Handout

Prep

- Print copies of the Unit 8 Guide (one for each student)
- Print copies of the Creative Coding with the Console Project Planning Guide (one for each student)
- Gather students' Project Backlog folders from the previous unit and a small stack of sticky notes (10-12) for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: Searching

Resources

For the students

- [Counting Executions with Code](#) - Handout
- [U8L2 Extra Practice](#) - Handout

Computer Science A ('22-'23) Resources

Prep

- Gather or prepare enough cards so that each pair of students can have six cards (actual playing cards, printed cards, or index cards that are numbered)
- Print copies of the Counting Executions with Code handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 3: Binary Search

Resources

For the students

- [Binary Search](#) - Activity Guide
- [U8L3 Extra Practice](#) - Handout

Prep

- Print copies of the Binary Search handout (one for each pair of students)
- Gather or prepare enough cards so that each pair of students can have five cards (actual playing cards, printed cards, or index cards that are numbered)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 4: Recursive Binary Search

Resources

For the students

- [CS Bingo Cards](#) - Handout
- [Project Planning Feedback](#) - Handout
- [U8L4 Extra Practice](#) - Handout

Computer Science A ('22-'23) Resources

Prep

- Print copies of the Project Planning Feedback handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 5: Selection Sort

Resources

For the students

- [Selection Sort](#) - Handout
- [U8L5 Extra Practice](#) - Handout

Prep

- Review the Selection Sort Activity Setup resource
- Gather five cups and prepare sticky note manipulatives for each group of students
- Print copies of the Selection Sort handout (one for each group of students)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 6: Insertion Sort

Resources

For the students

- [Sorting Comparison](#) - Handout
- [U8L6 Extra Practice](#) - Handout

Prep

- Print copies of the Sorting Comparison handout (one for each pair of students)

Computer Science A ('22-'23) Resources

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 7: Merge Sort

Resources

For the students

- [Merge Sort](#) - Handout
- [U8L7 Extra Practice](#) - Handout

Prep

- Print copies of the Merge Sort handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 8: Multiple Lists

Resources

For the students

- [U8L8 Extra Practice](#) - Handout

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 9: Searching and Sorting

Resources

For the students

- [U8L9 Extra Practice](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 10: Privacy and Security

Resources

For the students

- [Data, Privacy, and Security](#) - Handout
- [U8L10 Extra Practice](#) - Handout
- [Unit 8 Study Guide](#) - Resource

Prep

- Print copies of the Data, Privacy, and Security handout (one for each student)
- Print copies of the Unit 8 Study Guide (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 11: Creative Coding with the Console – Day 1

Resources

For the students

- [Creative Coding with the Console Project Planning Guide](#) - Handout

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 12: Creative Coding with the Console – Day 2

Resources

There are no resources for this lesson.

Prep

- Create code review groups if you are not reusing the same groups
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 13: Creative Coding with the Console – Day 3

Resources

There are no resources for this lesson.

Computer Science A ('22-'23) Resources

Prep

- Gather several sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: FRQ Practice

Resources

For the students

- [Java Quick Reference](#) - Resource
- [SeatingChart FRQ](#) - Handout
- [SeatingChart FRQ Scoring Guidelines](#) - Handout

Prep

- Print copies of the SeatingChart FRQ handout (one for each student)
- Print copies of the Java Quick Reference (one for each student)
- Print copies of the SeatingChart FRQ Scoring Guidelines (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 15: Unit 8 Assessment

Resources

There are no resources for this lesson.

Prep

- Preview the assessment questions
- Unlock the assessment questions as indicated on the Unlocking Assessments resource
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Unit 9 - AP Exam Review and Practice ('22-'23)

Lesson 1: The AP CSA Exam

Resources

For the students

- [Course Exam Description](#) - Resource
- [Exploring Exam Expectations](#) - Handout
- [Java Quick Reference](#) - Resource

Prep

- Print copies of the Course Exam Description (one for each student)
- Print copies of the Java Quick Reference (one for each student)
- Print copies of the Exploring Exam Expectations handout (one for each student)
- Gather three sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 2: MCQ Pre-Assessment

Resources

For the students

- [AP Classroom User Guide for Students](#) - Resource
- [Java Quick Reference](#) - Resource

Prep

- Create a multiple-choice pre-assessment on AP Classroom as indicated on the Creating a Multiple-Choice Pre-Assessment resource
- Print copies of the Java Quick Reference (one for each student)

Computer Science A ('22-'23) Resources

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 3: MCQ Study Plan

Resources

For the students

- [MCQ Pre-Assessment Scoring Reflection](#) - Handout
- [MCQ Study Plan](#) - Handout

Prep

- Print copies of the MCQ Pre-Assessment Scoring Reflection handout (one for each student)
- Print copies of the AP CSA Exam Study Plan (one for each student)
- Gather 5-10 sticky notes for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 4: MCQ Practice – Day 1

Resources

For the students

- [MCQ Practice](#) - Handout

Prep

- Print out the station materials in the MCQ Practice Stations resource
- Print copies of the MCQ Practice handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 5: MCQ Practice – Day 2

Resources

For the students

- [MCQ Choice Board](#) - Handout

Prep

- Create a digital copy of the MCQ Choice Board and make it accessible to students
- Gather several index cards
- Assign MCQ Progress Checks on AP Classroom (If you have already used these, create your own quizzes with the Question Bank.)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 6: FRQ Pre-Assessment

Resources

For the students

- [FRQ Answer Sheet](#) - Handout
- [Java Quick Reference](#) - Resource

Prep

- Create an FRQ pre-assessment on AP Classroom
- Print copies of the FRQ Answer Sheet (two for each student)
- Print copies of the Java Quick Reference (one for each student)
- Gather several sharpened pencils and scratch paper
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 7: FRQ Study Plan

Resources

For the students

- [FRQ Study Plan](#) - Handout

Prep

- Gather the FRQ Pre-Assessment and Scoring Guidelines for the FRQ Pre-Assessment (one for each student)
- Print copies of the FRQ Study Plan (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 8: FRQ Practice – Day 1

Resources

For the students

- [FRQ Choice Board](#) - Handout

Prep

- Create a digital copy of the FRQ Choice Board and make it accessible to students
- Assign the FRQ Progress Checks on AP Classroom (If you have already used these, create your own quizzes with the Question Bank.). Make sure that all Progress Checks have Self Score enabled
- (Optional) Instead of using AP Classroom, print copies of FRQs, scoring guidelines, and solutions
- Gather 1-3 sticky notes for each student
- Gather blank paper and markers, or colored pencils
- Print the Fishbowl Skill Practice Slips resource
- (Optional) Gather backlog folders used in Units 6-8
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 9: FRQ Practice – Day 2

Resources

For the students

- [FRQ Practice](#) - Handout

Prep

- Print out the station materials in the FRQ Practice Stations resource
- Print copies of the FRQ Practice handout (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 10: Mock MCQ Exam – Day 1

Resources

For the students

- [Java Quick Reference](#) - Resource

Prep

- Print copies of the generated MCQ (one for each student)
- Print copies of the Java Quick Reference (one for each student)
- Gather several sharpened pencils and scratch paper
- (Optional) print copies of the answer sheet (one for each student)
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Computer Science A ('22-'23) Resources

Lesson 11: Mock MCQ Exam – Day 2

Resources

There are no resources for this lesson.

Prep

- Gather several sharpened pencils and scratch paper
- (Optional) Redistribute exam materials before students arrive
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 12: Mock MCQ Exam – Day 3

Resources

There are no resources for this lesson.

Prep

- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 13: Mock FRQ Exam – Day 1

Resources

For the students

- [FRQ Answer Sheet](#) - Handout
- [Java Quick Reference](#) - Resource

Computer Science A ('22-'23) Resources

Prep

- Print copies of the FRQ (one for each student)
- Print copies of the Java Quick Reference (one for each student)
- Gather several sharpened pencils and scratch paper
- Print four copies of the FRQ answer sheet for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 14: Mock FRQ Exam – Day 2

Resources

For the students

- [FRQ Answer Sheet](#) - Handout
- [Java Quick Reference](#) - Resource

Prep

- Gather several sharpened pencils and scratch paper
- (Optional) Redistribute exam materials before students arrive
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers

Lesson 15: Mock FRQ Exam – Day 3

Resources

There are no resources for this lesson.

Prep

- Redistribute student answer sheets
- Print multiple copies of the FRQs for each station
- Print multiple copies of the scoring guidelines for each station

Computer Science A ('22-'23) Resources

- Gather one sticky note for each student
- Check the [Teacher's Lounge](#) for verified teachers on the CSA Forum to find additional strategies or resources shared by fellow teachers