



I. Curriculum Design

First Term

- A. Basic Programming Concepts
 - 1. Classifications of Programming Languages
 - 2. The Program Development Process
 - 3. Classification of Program Errors
 - 4. Algorithm
 - B. Introduction to Visual Basic
 - 1. The VB Integrated Development Environment (IDE)
 - 2. Basic Program Manipulation
 - 3. Creating a Project
 - C. Working with Forms and Controls
 - 1. Understanding Controls and Properties
 - 2. Commonly Used Controls
 - D. Variables and Constants
 - 1. Variable
 - 2. Conventions in naming variables
 - 3. Data types
 - 4. Declaring variables
 - 5. Scope of variables
 - 6. Constants
 - E. Operators
 - 1. Types of Operators
 - 2. Hierarchy of operations
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II. METHODS OF ASSESSMENT

- A. 1/3 PROJECT
 - B. 2/3 CLASS STANDING
 - ✓ 20% Participation (recitation, required materials, assignment , seatwork, other assigned tasks)
 - ✓ 20% Quizzes (written and hands-on)
 - ✓ 25% Guided Hands-on Activities
 - ✓ 35% Challenge Hands-on Activities
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III. REQUIREMENTS

1. Clearbook: Size – Long; Color – Blue

NOTE: Place the following information on the cover of your clearbook. Use at least font size 48pt.

- ✓ Lastname and Firstname Initials
- ✓ Section and Class Number
- ✓ Subject
- ✓ Teacher

2. Computer Notebook: Type – Filler; Size - Regular

Color by section:

- | | |
|------------|------------|
| A – Brown | G – Orange |
| B – Black | H – Violet |
| C – Blue | I – Red |
| D – Green | J – White |
| E – Yellow | |
| F – Pink | |

NOTE: Place the following information on the cover of your notebook:

- ✓ Lastname and Firstname
- ✓ Section and Class Number
- ✓ Subject
- ✓ Teacher

3. 4 x 6 Index card with 2x2 picture

NOTE: Place the following information on your indexcard:

- ✓ Lastname and Firstname
- ✓ Section and Class Number
- ✓ Subject
- ✓ Teacher

RE: COMPUTER 4 CURRICULUM DESIGN

DATE:

I have read carefully and understood the Computer 4 curriculum design.

SIGNATURE OVER PRINTED NAME AND SECTION