

Course Introduction

Learning to code is like learning a clandestine language, and now is your chance to get in on the secret! In this course, you will learn about the building blocks of coding. You'll explore how real-world problems can be broken into algorithms described through coding and then use the approachable and versatile coding language of Python to generate the output you're looking for. You'll cover both procedural and object-oriented programming and even create two text-based adventure games along the way. Are you ready to get in on the secret?

Computer Science Foundations is a 1 semester course consisting of 8 units.

Course Overview

- Let's Get Coding!
- Give Your Code Some Structure
- Organizing Your Data
- Programming Tools
- Let's Get Object-Oriented
- Testing and Debugging
- Computer Science Ethics
- Become a Polyglot Programmer

Required Course Materials

Please access the list of course materials from the OC Online book ordering system and order your materials as soon as possible. Oftentimes, course materials are on back order and you may experience a delay in receiving them, causing students to fall behind in their online coursework. When ordering used or rented materials, be careful that online access codes are also current.

Methods of Evaluation

Students will demonstrate mastery through the following formative and summative assessments:

- 40% Assignments
- 10% Participation (Discussion Posts, Live Classes)
- 10% Quizzes
- 25% Final Assessment
- 15% Midterm

Additional Course Information

Detailed information regarding OC Online policies on proctored final exams, grading policy, late/missing assignment policy, weekly live classes, course expectations, and additional school policies can be found on the website.