



# '24-'25 CS Principles Year at a Glance (YAG)



First Semester		Second Semester	
<b>1<sup>st</sup> Nine Weeks</b> UNITS 1-3		<b>3<sup>rd</sup> Nine Weeks</b> UNITS 5-8	
<b>TEKS</b>	<p><b>Unit 1 - Digital Information</b> Welcome to CSP Representing Information Circle Square Patterns Binary Numbers Overflow and Rounding</p> <p>Representing Text Black and White Images Color Images Lossless Compression Lossy Compression</p> <p>Intellectual Property Project - Digital Information Dilemmas - Parts 1-2 Assessment Day</p> <p><b>Unit 2 - The Internet</b> Welcome to the Internet Building a Network The Need for Addressing Routers and Redundancy Packets</p> <p>HTTP and DNS Project - Internet Dilemmas - Parts 1-2 Assessment Day</p> <p><b>Unit 3 - Intro to App Design</b> Intro to Apps Introduction to Design Mode Project - Designing an App - Parts 1-2 The Need for Programming languages</p> <p>Intro to Programming Debugging Project - Designing an App - Parts 3-5</p> <p>Assessment Day</p>	<b>TEKS</b>	<p><b>Unit 5 - CONT</b> Project - Hackathon - Parts 1-3</p> <p>Project - Hackathon - Parts 4-5 Assessment Day</p> <p><b>Unit 6 - Algorithms</b> Algorithms Solve Problems Algorithm Efficiency Unreasonable Time The Limits of Algorithms Parallel and Distributed Algorithms ASSESSMENT DAY</p> <p><b>Unit 7 - Parameters, Return, and Libraries</b> Parameters and Return Explore Parameters and Return Investigate Parameters and Return Practice Parameters and Return Make Libraries Explore</p> <p>Libraries Investigate Libraries Practice Project - Make a Library - Parts 1-3</p> <p>Assessment</p> <p><b>Unit 8 - Create PT Prep</b> Create PT - Review the Task Create PT - Deep Dive Create PT - Make a Plan Create PT - Complete the Task (12 total class hours)</p>
126.34 Computer Science II  (a)(b)1-3  (c)(1)A-I  (c)(2)A-G  (c)(3)A-H  (c)(4)A-Z  (c)(4)AA-MM  (c)(5)A-C  (c)(6)A-F		126.34 Computer Science II  (a)(b)1-3  (c)(1)A-I  (c)(2)A-G  (c)(3)A-H  (c)(4)A-Z  (c)(4)AA-MM  (c)(5)A-C  (c)(6)A-F	



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2 <sup>nd</sup> Nine Weeks UNITS 3-5		4 <sup>th</sup> Nine Weeks UNITS 9-10 + REVIEW	
<p><b><u>TEKS</u></b></p> <p>126.34 Computer Science II</p> <p>(a)(b)1-3</p> <p>(c)(1)A-I</p> <p>(c)(2)A-G</p> <p>(c)(3)A-H</p> <p>(c)(4)A-Z</p> <p>(c)(4)AA-MM</p> <p>(c)(5)A-C</p> <p>(c)(6)A-F</p>	<p><b>Unit 3 - Intro to App Design</b></p> <p>Intro to Apps Introduction to Design Mode Project - Designing an App - Parts 1-2 The Need for Programming languages</p> <p>Intro to Programming Debugging Project - Designing an App - Parts 3-5</p> <p>Assessment Day</p> <p><b>Unit 4 - Variables, Conditionals, and Functions</b></p> <p>Variables Explore Variables Investigate Variables Practice Variables Make Conditionals Explore</p> <p>Conditionals Investigate Conditionals Practice Conditionals Make Functions Explore/Investigate Functions Practice</p> <p>Functions Make Project - Decision Maker App - Parts 1 - 3 Assessment Day</p> <p><b>Unit 5 - Lists, Loops, and Traversals</b></p> <p>Lists Explore Lists Investigate Lists Practice Lists Make Loops Explore</p> <p>Loops Investigate Loops Practice Loops Make Traversals Explore Traversals Investigate</p> <p>Traversals Practice Traversals Make</p>	<p><b><u>TEKS</u></b></p> <p>126.34 Computer Science II</p> <p>(a)(b)1-3</p> <p>(c)(1)A-I</p> <p>(c)(2)A-G</p> <p>(c)(3)A-H</p> <p>(c)(4)A-Z</p> <p>(c)(4)AA-MM</p> <p>(c)(5)A-C</p> <p>(c)(6)A-F</p>	<p><b>Unit 9 - Data</b></p> <p>Learning from Data Exploring One Column Filtering and Cleaning Data Exploring Two Columns Big, Open, and Crowdsourced Data</p> <p>Machine Learning Algorithmic Bias Project - Tell A Data Story - Parts 1-2 Assessment Day</p> <p><b>Unit 10 - Cybersecurity and Global Impact</b></p> <p>Project - Innovation Simulation - Parts 1-2 Data Policies and Privacy The Value of Privacy Project - Innovation Simulation - Part 3</p> <p>Security Risks - Part 1-2 Project - Innovation Simulation - Part 4 Protecting Data - Parts 1-2</p> <p>Project - Innovation Simulation - Parts 5-7 Assessment Day</p>