

Computer Science Principles (CSP) – Course Calendar
A Day
In Person Teaching - 2020 thru 2021

Monday	Tuesday	Wednesday	Thursday	Friday
2. A Welcome Back. Labyrinth	3.	4. A Labyrinth	5.	6. A Controller: Basic Programming.
9.	10. A Controller: Basic Programming.	11. X	12.	13. A Mine Field Challenge.
16.	17. A Sensor: Bumper.	18.	19. A Sensor: Limit Switch.	20.
23. X	24. X	25. X	26. X	27. X
30. A Sensor: Ultrasonic Range Finder.	1.	2. A Sensor: Ultrasonic Range Finder.	3. _B	4. A Sensor: Vision.
7.	8. A Sensor: Vision	9.	10. A Sensor: Line Color.	11.
14. A Sensor: Line Color.	15.	16. A ?	17.	18. X
21. X	22. X	23. X	24. X	25. X
28. X	29. X	30. X	31. X	1. X
4. X	5. X	6. A Take Apart Robots	7.	8. A Shark Tank!
11.	12. Sending a Binary Message & Writing Protocols. Log Into Code.org	13.	14. Binary Messages: Flash Light	15.
18. X	19. Internet Simulator Video: How the Internet Works. Find Patterns / Write Protocols.	20.	21. Calculate Binary Numbers. Video: Flippy Do Chart	22.
25. Sending Binary Numbers. Develop Protocols	26.	27. ASCII Sending Formatted Text	28.	29. The Internet is for Everyone.
1.	2. Internet Protocol Address System (IP)	3.	4. Routers & Redundancy	5.
8. Packets and Making a reliable Internet.	9.	10. The Need for DNS	11.	12. X
15. X	16. DNS Security	17.	18. HTTP & Abstraction on the Internet.	19.
22. Bytes & File Sizes.	23.	24. Text compression.	25.	26. Encoding B&W Images
1.	2. Encoding Color Images.	3.	4. Lossy vs. Lossless	5.
8. The need for Programming	9.	10. The need for algorithms	11.	12. Creativity In Algorithms.
15.	16. Using simple commands.	17.	18. Creating Functions.	19.
22. Functions & Top Down Design.	23.	24. API: Functions with Parameters.	25.	26. Looping & Random Numbers.
29.	30. Create a Digital Scene.	31.	1. Review & Test.	2