**Introduction**

Computer Science 10 is composed of three one-credit courses, which are taught (somewhat) concurrently throughout the term. These courses are:

*CSE 1010: Computer Science 1*

Students explore hardware, software and processes. This includes an introduction to the algorithm as a problem-solving tool, to programming languages in general and to the role of programming as a tool for implementing algorithms.

*CSE 1110: Structured Programming 1*

Students are introduced to a general programming environment in which they write simple structured algorithms and programs that input, process and output data, use some of the more basic operators and data types, and follow a sequential flow of control.

*CSE 1120: Structured Programming 2*

Students work with structured programming constructs by adding the selection and iteration program control flow mechanisms to their programming repertoire. They write structured algorithms and programs that use blocks to introduce an element of modularity into their programming practice.

**Assessment**

Your grade will be based on your performance on a series of assignments and final projects (one for each credit) throughout the year. Assignments will be given more or less equal weighting, with final projects counting for 30% of the final grade in any given credit.

**Tentative list of assignments:**

CSE 1010:

*History of Technology*

*Algorithms in Everyday Life*

*How Memory Works*

*Logic Lab 1*

*Logic Lab 2*

*Careers in Computing Project*

CSE 1110:

 *Scratch – Trash Talk*

 *Scratch – Store*

 *Processing – Draw (a face)*

 *Processing – Draw (something of your choosing)*

 *Processing – Collector Cards*

 *Processing – Basic Variables*

 *Processing – Team Points*

 *Processing – Adventure Project*

CSE 1120:

 *Processing – Slideshow*

 *Processing – Sun & Moon*

 *Processing – Roll The Dice*

 *Processing – Adventure Game*

 *Processing – Rock, Paper, Scissors*

 *Processing – Final Project*