

Computer Science Principles		
PROJECT FLOW	ID.	DESCRIPTION
<p>PRODUCTION BASED ON WORK DURING... RESEARCH PHASE Students conduct research around CS2N or teacher selected topic, subject, or book that they will base their storytelling and animation project on.</p>	1a.	Creation of a digital artifact with a practical, personal, or societal intent.
	4a.	Creation of a program with a practical, personal, or societal intent.
	4.c	Creation of a program that solves a problem, creates new knowledge, or helps people, organizations, or society.
	15d.	Creation of an algorithm with a practical, personal, or societal intent.
<p>PRODUCTION BASED ON WORK DURING... DESIGN PHASE Students brainstorm, write a script, storyboard the script, present it to their peers, and then edit their storytelling and animation submission based on peer or teacher feedback.</p>	4b.	Creation of a program that satisfies personal curiosity or expresses creativity.
<p>PRODUCTION PHASE Students reference their storyboards and use programming software and CS2N to create digital media and upload their projects.</p>	1c.	Use of appropriate algorithmic and information-management principles in translating one’s intention into a digital artifact.
	3b.	Use of new forms of expression enabled by computing.
	16a.	Use of natural language, pseudo-code, or a visual or textual programming language to express an algorithm.
<p>EVALUATION PHASE Students participate in a peer review process where they review anonymous projects from other participants. They assess projects based on rubrics which tie to other Common Core standards, including “Algorithms have efficient, correct, and clear sequencing”. In addition, students must leave constructive feedback to support and encourage improvements for each criterion which the project is evaluated.</p>	18a.	Evaluation of an algorithm’s efficiency, correctness, or clarity.
	18b.	Location and correction of errors in an algorithm.