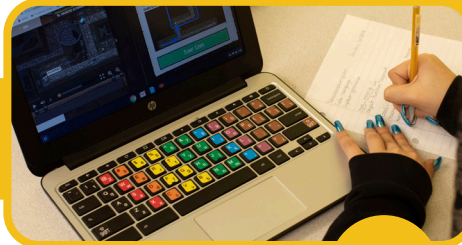# CODE COMBAT

AP Computer Science Principles

Our AP CSP curriculum provides game-based and turnkey tools to prepare students for the AP exam.

Game-Based Learning

Our innovative game-based learning technology has transformed the way students prepare for the AP CSP exam. Through our browser-based games, students learn about important exam topics while exercising the critical thinking skills that are necessary for success on the exam.

Fostering Confidence in the AP Exam

With our curriculum, students will practice every stage of the Create Task through scaffolded and approachable capstone projects that can be adapted to a wide variety of student needs. We also provide curriculum and Kahoot! quizzes for students to practice multiple choice exam questions.

Accessible & Real-World Connections

For Data Science, Impacts of Computing, and Big Ideas, our turnkey lesson slides provide students to explore these topics through meaningful discussions and collaborative projects. Filled with real-world connections, our curriculum will allow students to fully understand how coding affects everyday lives.

150+
CodeCombat Coding Levels

60+
Turnkey Lesson Slides

400+
Kahoot! Quiz Questions

100+
Hours of Classroom Instructions

26
Weeks of Curriculum

25+
Project-Based Activities

Game-Based Learning

Text-Based Coding

Chromebook Compatible

Standards-Aligned Lessons

The College Board is currently reviewing our curriculum with an expected endorsement in March 2023.

AP Computer Science Principles
Course Outline

Unit 1	Computer Science 1	Students begin the course focusing on creativity, problem solving, and the basic syntax of Python.
Unit 2	Computer Science 2	Students focus on designing and implementing algorithms using the building blocks of Python.
Unit 3	Computer Science 3	Students explore the concept of abstraction by developing their own abstractions inside program code.
Unit 4	Computer Science 4	Students apply their understanding of problem solving, algorithms, and abstractions to design and implement digital games.
Unit 5	Creative Development	Students use all that they have learned about Python to complete and submit their Create Performance Task.
Unit 6	Data	Students learn how computers consume, transform, store, and produce new information in order to solve problems.
Unit 7	Computer Systems and Networks	Students experience the power of sharing information via computer networks by learning about the Internet.
Unit 8	Impact of Computing	Students examine how computing has revolutionized our lives and society.
Unit 9	Exam Prep	Students prepare to take the multiple choice section of the AP CSP exam.

Professional Development

CodeCombat offers an online, self-paced professional development course for educators of all levels of AP CSP expertise. Participants will explore the CodeCombat curriculum and learn how it can be used to prepare students to succeed on the AP CSP exam. Through asynchronous discussions with fellow teachers and video conferences with CodeCombat learning designers, you will be equipped with the tools and techniques you need to support all of your students in AP CSP. At the end of the course, you will earn a Certificate of Completion that can be used for the renewal of your teaching credential.

codecombat.com

CODE COMBAT