## Summary

- Introduction
- Curriculum Map
  - Additional Topics for Certification
- Unit 1: Introduction to Python
  - Lesson 1.01: Set Up
    - \* IDE Sign Up: Student Version
    - \* IDE Sign Up: Teacher's Version
  - Lesson 1.02: Interactive Mode
    - \* Lab 1.02
  - Lesson 1.03: Script Mode and Variables
    - \* Do Now 1.03
    - \* Lab 1.03
  - Lesson 1.04: Variables and User Input
    - \* Do Now 1.04
    - \* Lab 1.04
  - Lesson 1.05: Quiz & Debugging
  - Lesson 1.06: Project
    - \* Project 1: Mad Libs
    - \* Alternate Project 1: Magic Square
- Unit 2: Conditionals
  - Lesson 2.01: Data Types & Casting
    - \* Do Now 2.01
    - \* Lab 2.01
  - Lesson 2.02: Booleans & Expressions
    - \* Do Now 2.02
    - \* Lab 2.02
  - Lesson 2.03: Conditionals
    - \* Do Now 2.03
    - \* Lab 2.03
  - Lesson 2.04: Lists
    - \* Do Now 2.04
    - $* \ \mathrm{Lab} \ 2.04$
  - Lesson 2.05: Lists 2
    - \* Do Now 2.05
    - \* Lab 2.05
  - Lesson 2.06: Game Loop
    - \* Do Now 2.06
    - $* \ Lab\ 2.06$
  - Lesson 2.07: Project
    - \* Project 2: Text Monster
    - \* Alternate Project 2: Todo List
- Unit 3: Functions
  - Lesson 3.01: Built In Functions
    - \* Do Now 3.01
    - \* Lab 3.01
  - Lesson 3.02: User-Defined Functions
    - \* Do Now 3.02
    - \* Lab 3.02
  - Lesson 3.03: Return vs Print
    - \* Do Now 3.03
    - \* Lab 3.03

- Lesson 3.04: Debugging and Scope
  - \* Do Now 3.04
  - \* Lab 3.04
- Lesson 3.05: Project
  - \* Project 3: Oregon Trail
  - \* Alternate Project 3: Daily Planner
- Unit 4: Loops and Lists
  - Lesson 4.01: Looping Basics
    - \* Do Now 4.01
    - \* Lab 4.01
  - Lesson 4.02: For Loops
    - \* Do Now 4.02
    - \* Lab 4.02
  - Lesson 4.03: Nested For Loops
    - \* Do Now 4.03
    - \* Lab 4.03
  - Lesson 4.04: Nested Lists & Looping
    - \* Do Now 4.04
    - \* Lab 4.04
  - Lesson 4.05: Debugging and Quiz
    - \* Lab 4.05
  - Lesson 4.06: Project
    - \* Project 4: Tic-Tac-Toe
    - \* Alternate Project 4: 2 Player Tic-Tac-Toe
- Unit 5: Music Programming
  - Lesson 5.01: Earsketch Intro
    - \* Do Now 5.01
    - \* Lab 5.01
  - Lesson 5.02: EarSketch Music
    - \* Do Now 5.02
    - \* Lab 5.02
  - Lesson 5.03: Earsketch Control Flow
    - \* Do Now 5.03
    - \* Lab 5.03
  - Lesson 5.04: EarSketch User-Defined Functions
    - \* Do Now 5.04
    - \* Lab 5.04
  - Lesson 5.05: EarSketch Project
    - \* Do Now 5.05
    - \* Project 5: EarSketch Song
- Unit 6: Dictionaries
  - Lesson 6.01: Introduction to Dictionaries
    - \* Do Now 6.01
    - \* Lab 6.01
  - Lesson 6.02: Dictionaries Methods
    - \* Do Now 6.02
    - \* Lab 6.02
  - Lesson 6.03: Dictionaries of Lists
    - \* Do Now 6.03
    - \* Lab 6.03
  - Lesson 6.04: Dictionaries Looping
    - \* Do Now 6.04
    - \* Lab 6.04

- Lesson 6.05: Project
  - \* Do Now 6.05
  - \* Project 6b: Buy an Umbrella
  - \* Project 6: Guess Who
- Unit 7: Introduction to Object Oriented Programing
  - Lesson 7.01: User-Defined Types (Classes)
    - \* Do Now 7.01
    - \* Example
    - \* Lab 7.01
  - Lesson 7.02: User-Defined Types, Part 2
    - \* Do Now 7.02
    - \* Lab 7.02
  - Lesson 7.03: Methods
    - \* Do Now 7.03
    - \* Lab 7.03
  - Lesson 7.04: Inheritance
    - \* Do Now 7.04
    - \* Lab 7.04
  - Lesson 7.05: Project
    - \* Project 7: Pokemon
    - \* Alternate Project 7: Mailing List
- Unit 8: Final Project
  - Project 8: Final Project
  - Lesson 8.01: Final Project Brainstorming and Evaluating
    - \* Do Now 8.01
  - Lesson 8.02: Defining Requirements
    - \* Do Now 8.02
  - Lesson 8.03: Building a Plan
    - \* Do Now 8.03
  - Lesson 8.04: Project Implementation
    - \* Do Now 8.04
- Supplemental Lessons
  - Lesson 01: Binary Day
    - \* Do Now 01
- Associated Readings
- Change Log