**Computer Science Discoveries**

**Contact Information**

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**Introduction**

This class provides a foundational understanding of computers as a means to create digital projects in a variety of disciplines. Students will be introduced to a multitude of computer science related topics via known applications such as websites and video games. The overall aim of the course is to provide students with an understanding of the software development life cycle as a tool to be utilized in the creation of such applications. Students will be graded via class participation, individual and group projects, and unit exams.

**Course Outline**

1. Introduction and Preassessments
2. Computer Fundamentals
3. The Software Development Life Cycle
4. Web Design
5. Game Development
6. Extended Topics
7. Cumulative Projects
8. Course Review and Postassessments

**Grading**

Projects: 50%

Unit Exams: 25%

Participation: 25%

**Classroom Expectations**

What do *you* expect from the classroom? Your peers? Yourself?