**Exercises**

There are no exercises for 1-1-1.

**Conclusion Questions**

The "Big Ideas" of the College Board’s Computer Science Principles course framework are

|  |  |
| --- | --- |
| I. **Creativity** | Computing is a creative activity. |
| II. **Abstraction** | Abstraction reduces information and detail to facilitate focus on relevant concepts. |
| III. **Data** | Data and information facilitate the creation of knowledge. |
| IV. **Algorithms** | Algorithms are used to develop and express solutions to computational problems. |
| V. **Programming** | Programming enables problem solving, human expression, and creation of knowledge. |
| VI. **Internet** | The Internet pervades modern computing. |
| VII. **Impact** | Computing has global impacts. |

Pick three or more of these Big Ideas and explain how you think that Big Idea will be related to what you do and learn in this course.