# WeTeach_CS For HS Pacing Guide

The time required for any student, teacher, or overall class, to complete any course, especially this one, is largely dependent on the current knowledge base and learning abilities of all involved. To declare effective and absolute any accurate time schedule is to discount all variables inherent in a course like this. That said, below is a "recommended" pacing guide, to be considered a starting point for any planning, but not a "rule of law" to be followed precisely.

As stated in the syllabus, this course was designed for 160 days of instruction, a "best guess approximation" of the time necessary to complete the course in a typical school calendar year, each day including a class period of 45-55 minutes.

As shown in the Canvas menus, the recommended number of days for each lesson unit is listed below. Following a typical school calendar starting in mid-August using the maximum number of class periods, assuming one class period per school day, and assuming each unit is kept to the time limit suggested, the approximate pacing for this course would be as follows:

1. Scratch, 15 days, August, last half through September, first week
2. Jeroo, 15 days, September, last three weeks
3. CS Concepts, 10 days, October first two weeks
4. Java Lesson Zero, October, week 3
5. Java Lesson One, 15 days, Late October through Thanksgiving break
6. Java Lesson Two, 15 days, End of November through winter break
7. Java Lesson Three, 15 days, January
8. Java Lesson Four, 10 days, February, first two weeks
9. Java Lesson Five, 15 days, End of February through Spring Break in March
10. Java Lesson Six, 20 days, End of March through April, week three
11. Java Lesson Seven, 10 days, End of April through May, first week
12. Java Lesson Eight, 15 days, Last part of May

It is most important to state that the above recommended schedule is merely a suggestion. The CS teacher must always make adjustments to slow down, give more time, or even omit certain aspects of the course if necessary, especially as students encounter difficulties along the way. It is more important to learn well as many aspects of this course as possible rather than attempt to "squeeze it all in" with anything less than a mastery level achieved.

Some options for omissions would be the last two or three lessons of Scratch and Jeroo, fun projects and challenging labs for sure, but not critical. The CS Concepts could be split up into separate lesson throughout the year.

Also, many of the units have assessments that could be eliminated due to time constraints if necessary.