CMU Exploring Programming (CS0) Curriculum Overview Table

Unit	Section	Subsections	Topics	Suggested # of Days
1	1.1	1.1.1 Getting Started 1.1.2 Drawing a Landscape	Drawing a circle The canvas Errors Coloring circles The inspector Drawing overlapping circles	3
1	1.2	1.2.1 Star-ting to Color Well	Errors with stars Roundness Gradients	3
1	1.3	1.3.1 See-Through Rectangles	Rectangles Finding the width and height Opacity	2
1	1.4	1.4.1 Shapes Galore! 1.4.2 Properties Galore!	Ovals Lines Labels Border and borderWidth Linewidth Dashes RotateAngle List of all properties Applications of drawing	2
1	1.5	1.5.1 Axel to Axolotl 1.5.2 Challenge Exercises		2
1	1.6	1.6.1 Creative Tasks		2
2	2.1	2.1.1 onMousePress	Using the inspector with onMousePress Using arithmetic Applications of using the mouse	2
2	2.2	2.2.1 Naming Shapes	Variables Moving a shape Changing other properties Arithmetic with properties A list of all shape properties	2
2	2.3	2.3.1 onStep 2.3.2 Special Motion	Animating shapes Test cases with onStep	2

			app.stepsPerSecond Custom properties	
2	2.4	2.4.1 (Optional) Functions and Variables 2.4.2 Playing Catch	Functions Variables	2
2	2.5	2.5.1 Creative Tasks		2
3	3.1	3.1.1 The if Statement	Types of conditions Multiple if statements	2
3	3.2	3.2.1 Key Animations	onKeyPress Using the keys	1
3	3.3	3.3.1 If-Else	The else statement Applications of is-else statements	2
3	3.4	3.4.1 Colliding Shapes	.hits() .hitsShape()	1
3	3.5	3.5.1 Jungle Adventure		2
3	3.6	3.5.1 Creative Tasks		2
4	4.1	4.1.1 Grouping Shapes 4.1.2 Group Methods	Groups Common group errors Group properties .add() .remove() .clear()	2
4	4.2	4.2.1 Loops	For loops Applications of for loops	2
4	4.3	4.3.1 (Optional) Adding Randomness 4.3.2 Space Invaders	Some examples using randrange	2
4	4.4	4.4.1 Creative Tasks		4

A "day" is suggested to be about 40 minutes of time.