**Course Overview (subject to change)**

**Unit 1 – Introduction to Computer Science**

Objectives:

* Understand how programming instructions can be interpreted by different “computers”.
* Consider how common language can lead to ambiguity
* Identify common programming paradigms in everyday life.

Essential Questions:

* Why do computers use a restricted language?
* What are computers good at and what are they bad at?
* How can control flow logic be used to make good decisions?

**Unit 2 – Scratch Programming**

Objectives:

* Understand common programming paradigms and how to use them.
* Learn how to use scratch to create creative tools, games, and art.
* View Scratch as a potential tool for dealing with boring/rote computation problems.

Essential Questions: