

Advanced Topics in Computer Science

6 Day Learning Module Grade Sheet

Learning Module # _____ Length 6 Days Due Date _____

Learning modules should focus on learning about new CS tools and applying your knowledge to create something or teach others. The short learning modules are meant as a way to introduce the concept of a learning module and to learn some foundational skills that can be used in future learning modules. You will be given 6 days in class to work on this LM excluding write up times (extra work at home is encouraged). Students should try to work in groups of 2 (or 3).

One of these learning modules must be soldering (unless you have experience) and a second must focus on the basics of Arduino. Both have videos that you need to watch (see resources at the end of this doc). Other ideas include App Inventor, Raspberry Pi, C#, Python, HTML, Unity, cybersecurity, digital lending library, building on your Arduino knowledge or other projects approved by Mr. Detrick

All write-ups should be done in the third person narrative. They can all be done in one continuous document, but be sure to have your names at the top with a header for the top of each section. Partners should do write-ups together but you must each attach a copy when submitting in Google classroom.

Project : _____

Group members: _____

Initial Proposal (Turn in on the first day of the LM) Half to full page proposal that includes <ul style="list-style-type: none"> • Goal that you hope to accomplish by the end of the Learning Module • Methods and resources that will be used • The main role of each team member • A timeline project 	____5 points Handed in before beginning LM. Graded separately.
Daily Log Every time you work on the learning module, you write a short summary of what you accomplished for that day. It should detail any breakthroughs you had as well as any stumbling blocks you encountered. For each entry start with the date, start time and end time. This should be well organized and easy to read. Log requirements	____30 points
Effective use of time / Accomplishment Time should be used for research, discussion, learning and creating associated with this learning module (or helping others with their learning modules as needed). These are discretionary points by the teacher as to whether or not your group seems to be progressing well on the project. It would help to have pictures or short videos embedded into your log.	____30 points

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<p>Final Report</p> <p>Write a half/ one page summary that has a section for each of the following:</p> <ul style="list-style-type: none"> • Group member's names. • Topics covered • What did you learn from this activity? • What problems did you encounter and how did you deal with them? • What suggestions do you have for others who might pursue this activity? • A summary of your experience. <p>Be read to share your learning module summary with the class.</p>	<p style="text-align: center;">____ 10 points</p>
<p>Post on the Advanced Topics Website</p> <p>When your project has been completed, make sure that you post it on your page on the Advanced Topics website. Be sure to include your summary, pictures/videos and a description. This will be graded at the end of the year, but you are expected to upkeep it as the year is going on.</p>	<p style="text-align: center;">Graded at the end of the marking period</p>
<p>Final Grade</p>	<p style="text-align: center;">____75 points</p>

Resources:

Soldering

[Instructables - How to Solder with pictures](#)

[Makerspace - Learn to Solder with guide](#)

[Soldering tutorial for beginners - 5 easy step](#)

[Beginner how to solder](#)

TinkerCad - Class join code

<https://www.tinkercad.com/classrooms/01aGA0cbOzy>

Warren Hills Advanced Topics

[Portfolio site](#)

[Resources site](#)

[Log requirements](#)

[Sample log former students](#)

Electronics Videos

[Basic Electronics](#)

[Arduino Introduction](#)