Computer Science Principles

Facilitator Resource: Essential Content



Content Delivered by the Facilitator

The following content is presented by the facilitator directly to the participants. The facilitator is expected to be able to facilitate discussion, answer questions, and present the information as either a model lesson or content overview presentation.

Lessons Covered by Facilitators

The facilitator will be leading the following key portions of the following two lessons:

- Parameters and Return Explore [U7L1]
- Libraries Explore [<u>U7L5</u>]

The slides for these lessons are included in the slide deck for the workshop. It is important that you understand the section you are demoing and how it fits into the larger context of the lesson and unit overall.

Understanding Projects & the Create PT

The facilitator will be guiding participants through the task and resources for the end of Unit 7 Project. Be familiar with the following lessons and resources in addition to the exemplar projects in CodeStudio.

- Project Day 1 [U7L8]
- Project Day 2 [<u>U7L9</u>]
- Project Day 3 [<u>U7L10</u>]

Additionally, you will be leading teachers through key aspects of Unit 8 to help participants understand the Create PT requirements. For this reason you should be familiar with the content and resources in the following two lessons:

- Create PT Review the Task [U8L1]
- Create PT Deep Dive [U8L2]
- Create PT Make a Plan [U8L3]

Content Explored by Participants

The following content is reviewed or investigated by the participants during the workshop. The facilitator should be prepared to provide a high level overview, engage in conversations with participants, and answer questions about the content.

Lesson Explorations

- Parameters and Return Practice [U7L3]
- Parameters and Return Make [U7L4]