# Information Technology Career Cluster Foundations of Computer Programming (MS-CS-FCP) Course Number: 11.01200

Course Description: This course will provide an exploratory foundation in computer programming. It is designed to be taught in a 9-week rotation in 45-minute daily classes. Standards should be taught in the order presented with the exception of Standard 1 being an embedded standard with ongoing learning regarding employability and career opportunities. Through integrated instructional activities, students will have opportunities to apply employability skills and to research possible career options in the information technology area. They will also complete many hands-on activities to build a strong foundation in computer coding. Capstone projects should be incorporated at the completion of all standards as time allows. Students who successfully complete this course will be prepared for the following pathways upon entering high school: Internet of Things, Programming, and Computer Science. This course may be taught in 6th, 7th, or 8th grade.

Requirements for teaching this and other computer science courses: This course should be taught in a lab setting with a 1:1 ratio of student to personal computer. Additional devices, such as tablets, robots, Raspberry pi computers, and drones will enhance the program and can be shared in groups of 2-3 students. All devices should be current technology with strong connectivity capabilities. To further enhance student learning, the lab should contain at least one personal computer that students can disassemble and reassemble to learn the working parts within the computer.

# **Course Standard 1**

#### MS-CS-FCP-1

# Demonstrate employability skills required by business and industry.

The following elements should be integrated throughout the content of this course.

1.1 Communicate effectively through writing, speaking, listening, reading, and interpersonal abilities.

Person-to-Person	Telephone and Email	Communicating at	Listening
Etiquette	Etiquette	Work	
Interacting with Your	Telephone Conversations	Improving	Reasons, Benefits, and Barriers
Boss		Communication Skills	
Interacting with	Barriers to Phone	Effective Oral	Listening Strategies
Subordinates	conversations	Communication	
Interacting with Co-	Making and Returning	Effective Written	Ways We Filter What We Hear
workers	Calls	Communication	
		Effective Nonverbal	Developing a Listening
		Skills	Attitude
		Effective Word Use	Show You Are Listening
		Giving and Receiving	Asking Questions
		Feedback	
			Obtaining Feedback
_			Getting Others to Listen

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Nonverbal	Written	Speaking	Applications and Effective
Communication	Communication		Résumés
Communicating	Writing Documents	Using Language	Completing a Job Application
Nonverbally		Carefully	
Reading Body Language		One-on-One	Writing a Cover Letter
and mixed Messages		Conversations	
Matching Verbal and		Small Group	Things to Include in a Résumé
Nonverbal communication		Communication	
Improving Nonverbal		Large Group	Terms to Use in a Résumé
Indicators		Communication	
Nonverbal Feedback		Making Speeches	Organizing Your Résumé
Showing Confidence		Answering Questions	Writing an Electronic Résumé
Nonverbally			
Showing Assertiveness		Visual and Media Aids	
		Errors in Presentation	

1.2 Demonstrate creativity by asking challenging questions and applying innovative procedures and methods.

Teamwork and Problem Solving	Meeting Etiquette	
Thinking Creatively	Preparation and Participation in Meetings	
Taking Risks	Conducting Two-Person or Large Group Meetings	
Building Team Communication	Inviting and Introducing Speakers	
	Preparing Visual Aids	

1.3 Exhibit critical thinking and problem-solving skills to locate, analyze and apply information in career planning and employment situations.

Investigate educational requirements, job responsibilities, employment trends, and opportunities within

the national career clusters using credible sources.

Problem	Customer Service	The Application Process	Interviewing Skills	Finding the
Solving				Right Job
Transferable Job	Gaining Trust and	Providing Information,	Preparing for an	Locating Jobs and
Skills	Interacting with	Accuracy and Double	Interview	Networking
	Customers	Checking		
Becoming a	Learning and Giving	Online Application	Questions to Ask in	Job Shopping
Problem Solver	Customers What	Process	an Interview	Online
	They Want			
Identifying a	Keeping Customers	Following Up After	Things to Include in	Job Search
Problem	Coming Back	Submitting an Application	a Career Portfolio	Websites
Becoming a	Seeing the	Effective Résumés:	Traits Employers are	Staying Motivated
Critical Thinker	Customer's Point		Seeking	to Search
	Selling Yourself and	Matching Your Talents to	Considerations	
	the Company	a Job	Before Taking a Job	
		When a Résumé Should be		
		Used		

1.4 Model work readiness traits required for success in the workplace including integrity, honesty, accountability, punctuality, time management, and respect for diversity.

Workplace Ethics	Personal	Employer	<b>Business Etiquette</b>	Communicating at
	Characteristics	Expectations		Work
Demonstrating Good	Demonstrating a	Behaviors	Language and	Handling Anger
Work Ethic	Good Attitude	Employers Expect	Behavior	
Behaving	Gaining and	Objectionable	Keeping Information	Dealing with
Appropriately	Showing Respect	Behaviors	Confidential	Difficult Coworkers
Maintaining Honesty	Demonstrating	Establishing	Avoiding Gossip	Dealing with a
	Responsibility	Credibility		Difficult Boss
Playing Fair	Showing	Demonstrating	Appropriate Work	Dealing with
	Dependability	Your Skills	Email	Difficult Customers
Using Ethical	Being Courteous	Building Work	Cell Phone Etiquette	Dealing with
Language		Relationships		Conflict
Showing	Gaining Coworkers'		Appropriate Work	
Responsibility	Trust		Texting	
Reducing Harassment	Persevering		Understanding	
			Copyright	
Respecting Diversity	Handling Criticism		Social Networking	
Making Truthfulness a	Showing			
Habit	Professionalism			

1.5 Apply the appropriate skill sets to be productive in a changing, technological, diverse workplace to be able to work independently and apply teamwork skills.

Expected Work Traits	Teamwork	Time Management
Demonstrating Responsibility	Teamwork Skills Managing Time	
Dealing with Information Overload	Reasons Companies Use Teams	Putting First Things First
Transferable Job Skills	Decisions Teams Make	Juggling Many Priorities
Managing Change	Team Responsibilities	Overcoming Procrastination
Adopting a New Technology	Problems That Affect Teams	Organizing Workspace and Tasks
Use Technology Ethically & Efficiently	Expressing Yourself on a Team	Staying Organized
Interact Appropriately in a Digital	Giving and Receiving Constructive	Finding More Time
World	Criticism	
		Managing Projects
		Prioritizing Personal and Work Life

1.6 Present a professional image through appearance, behavior and language.

On-the-Job Etiquette	Person-to-Person Etiquette	Communication Etiquette	<b>Presenting Yourself</b>
Using Professional	Meeting Business	Creating a Good Impression	Looking Professional
Manners	Acquaintances		
Introducing People	Meeting People for the First	Keeping Phone Calls	Dressing for Success
	Time	Professional	
Appropriate Dress	Showing Politeness	Proper Use of Work Email	Showing a Professional
			Attitude
Behavior at Conventions		Proper Use of Cell Phone	Using Good Posture
Working in a Cubicle		Proper Use in Texting	Presenting Yourself to
			Associates
			Accepting Criticism
			Demonstrating Leadership

# Course Standard 2

#### MS-CS-FCP-2

# Explore and explain the basic components of computers and their relationships to programming.

- 2.1 Identify the basic components of the computer (processor, operating system, memory, storage, ethernet ports) by disassembling and reassembling a demonstration model personal computer (may be done 'virtually' online if demo model is not available).
- 2.2 Demonstrate an understanding of key functional components (input/output devices, software applications, wi-fi and/or Ethernet, and IP addresses).
- 2.3 Demonstrate an understanding of the fundamental concepts for how computers process programming commands (hex, binary language, sequence of commands, conditional structures, looping structures).

# **Course Standard 3**

#### MS-CS-FCP-3

# Utilize computational thinking to solve problems.

- 3.1 Make observations and organize the concepts of modularity, including functions and methods, as it relates to programming code reusability and cloud computing in the software industry.
- 3.2 Develop a working vocabulary of computational thinking including sequences, algorithms, binary, pattern matching, decomposition, abstraction, parallelization, data, automation, data collection, data analysis, Boolean, integer, branches (if...then...else), and iteration {loops (For, While)}.
- 3.3 Analyze the problem-solving process, the input-process-output-storage model of a computer, and how computers help humans solve problems.
- 3.4 Develop an algorithm to decompose a problem of a daily task.

# Course Standard 4

#### MS-CS-FCP-4

#### Design, develop, debug and implement computer programs.

- 4.1 Develop a working vocabulary of programming including flowcharting and/or storyboarding, coding, debugging, user interfaces, usability, variables, lists, loops, conditionals, programming language, and events.
- 4.2 Utilize the design process to brainstorm, implement, test, and revise an idea.
- 4.3 Cite evidence on how computers represent data and media (sounds, images, video, etc.).
- 4.4 Design a user interface and test with other users using a paper prototype.
- 4.5 Implement a simple algorithm in a computer program.
- 4.6 Develop an event driven program.
- 4.7 Create a program that accepts user and/or sensor input and stores the result in a variable.
- 4.8 Create a computer program that implements a loop.
- 4.9 Develop a program that makes a decision based on data or user input.
- 4.10 Debug a program with an error.

# **Course Standard 5**

#### MS-CS-FCP-5

# Explore the relationship between computer hardware and software.

- 5.1 Develop a working vocabulary of embedded computing including digital, analog, events, microcontrollers, sensors, light emitting diodes (LED), switches, servos, cloud computing, and internet of things.
- 5.2 Investigate how software interacts with hardware in the boot process.
- 5.3 Analyze and explain how computers communicate information with simple hardware inputs and outputs.
- 5.4 Create a product that analyzes how simple computer hardware can be used to develop innovative new products that interact with the physical world.
- 5.5 Design a computer program that senses something in the real world and changes an output based on the input.

# Course Standard 6

#### MS-CS-FCP-6

# Create digital artifacts to address a current issue requiring resolution.

- 6.1 Summarize ethical, privacy, and legal issues of a digital world using current case studies.
- 6.2 Collaborate as a team to develop an artifact that represents multiple perspectives regarding a global crisis.
- 6.3 Analyze and explain the functionality and suitability (or appropriateness) of a computational artifact.
- 6.4 Develop a program for creative expression or to satisfy personal curiosity which may have visual, audible, and/or tactile results.
- 6.5 Develop a program specifically with the goal of solving a problem, creating new knowledge, or helping people, organizations, or society.

# Course Standard 7

#### MS-BMF-FBM-7

Examine how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, and competitive events.

- 7.1 Research the history of Future Business Leaders of America (FBLA).
- 7.2 Discuss the mission, purpose, motto, colors, official dress, and other distinguishing characteristics of FBLA.
- 7.3 Explain how participation in FBLA can promote lifelong responsibility for community service, professional growth, and development.
- 7.4 Create a personal leadership plan to participate in programs, conferences, community service, and competitive events on the local, state, and national level that align with the competencies, skills, and knowledge of this course.