

CS 110A Course Outline as of Fall 2019**CATALOG INFORMATION**

Dept and Nbr: CS 110A Title: CODING FOR BEGINNERS

Full Title: Coding for Beginners

Last Reviewed: 9/10/2018

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	1.50	17.5	Lecture Scheduled	26.25
Minimum	1.50	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	1.50		Contact Total	26.25
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 52.50

Total Student Learning Hours: 78.75

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CIS 110A

Catalog Description:

This course is designed to teach basic computer programming concepts to anyone – no programming experience required. Using simple tools, students will learn the building blocks of computer programs in a stress-free environment. This introduction to coding will guide students through the process of creating simple programs, starting with graphical coding tools.

Prerequisites/Corequisites:**Recommended Preparation:**

Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:**Schedule of Classes Information:**

Description: This course is designed to teach basic computer programming concepts to anyone – no programming experience required. Using simple tools, students will learn the building blocks of computer programs in a stress-free environment. This introduction to coding will guide students through the process of creating simple programs, starting with graphical coding tools.
(Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Not Certificate/Major Applicable

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Design and implement computer programs that employ basic computer programming concepts.

Objectives:

At the conclusion of this course, the student should be able to:

1. Describe the fundamental components of a computer program.
2. Create simple coding projects using drag-and-drop tools.
3. Understand the correct usage of conditionals, variables, and loops.

Topics and Scope:

- I. What is Coding/Programming
- II. The Fundamental Components of a Program
 - A. Conditionals
 1. When to use
 2. How to use conditionals
 - B. Variables
 1. What are variables
 2. Variable types
 3. When to use
 4. How to use variables
 - C. Loops
 1. Different types of loop structures
 2. When to use
 3. How to implement loops
- III. Dealing with Input and Output

- A. Input
 - 1. Button presses
 - 2. Keyboard input
 - 3. Sensor input
 - i. Motion
 - ii. Environmental
- B. Output
 - 1. LEDs
 - 2. Screen
 - 3. Sounds
 - 4. Servos

IV. Creating Subprograms

Assignment:

- 1. Read approximately 20 pages per week
- 2. Coding assignments (2 - 8)
- 3. Test and debug computer programs
- 4. One to three objective quizzes and/or examinations

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Computer programming assignments, including testing and debugging computer programs

Problem solving
50 - 70%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None

Skill Demonstrations
0 - 0%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, True/false, Matching items, Completion, Computer programming questions

Exams
20 - 40%

Other: Includes any assessment tools that do not logically fit into the above categories.

Participation and attendance

Other Category
0 - 10%

Representative Textbooks and Materials:

The Official BBC Micro:Bit User Guide. Halfacree, Gareth. Wiley. 2017