Unit 9: Programming Fundamentals

Content Area: **Business**
Course(s): **Generic Course**
Time Period: **Semester 2**
Length: **4 weeks**
Status: **Published**

Standards

CS.9-12.8.1.12.CS.2	Model interactions between application software, system software, and hardware.
CS.9-12.8.1.12.NI.1	Evaluate the scalability and reliability of networks, by describing the relationship between routers, switches, servers, topology, and addressing.
CS.9-12.NI	Networks and the Internet
CAEP.9.2.12.C.3	Identify transferable career skills and design alternate career plans.
CAEP.9.2.12.C.7	Examine the professional, legal, and ethical responsibilities for both employers and employees in the global workplace.
TECH.8.1.12	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.12.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations.
TECH.8.1.12.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.12.C	Communication and Collaboration: Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
TECH.8.1.12.D	Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
TECH.8.1.12.E	Research and Information Fluency: Students apply digital tools to gather, evaluate, and use information.
TECH.8.1.12.F	Critical thinking, problem solving, and decision making: Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.
TECH.8.2.12	Technology Education, Engineering, Design, and Computational Thinking - Programming: All students will develop an understanding of the nature and impact of technology, engineering, technological design, computational thinking and the designed world as they relate to the individual, global society, and the environment.
TECH.8.2.12.A	The Nature of Technology: Creativity and Innovation: Technology systems impact every aspect of the world in which we live.
TECH.8.2.12.B	Technology and Society: Knowledge and understanding of human, cultural and society values are fundamental when designing technology systems and products in the global society.
TECH.8.2.12.C	Design: The design process is a systematic approach to solving problems.
TECH.8.2.12.D	Abilities for a Technological World: The designed world is the product of a design process that provides the means to convert resources into products and systems.
TECH.8.2.12.E	Computational Thinking: Programming: Computational thinking builds and enhances problem solving, allowing students to move beyond using knowledge to creating knowledge.

A computing system involves interaction among the user, hardware, application software, and system software.

Enduring Understandings

Computers are an integral part of everyday life, both personal and in the workplace.

Computer systems control and coordinate interactions between hardware and software.

Computer programs are used to solve programs.

Computer programming languages are used to provide instructions to a computing device.

Essential Questions

How does a computer operate?
What is a program?

How do the rules of logic apply to computer programming?

Knowledge and Skills

After completing this unit, student can:

- Create a program using components such as variables, methods/functions and lists, which solves a problem
- Use program commands to retrieve data from a relational database
- Execute a program and view results
- Design a program by breaking a large problem into smaller component parts

Transfer Goals

Students will be able to use their knowledge of one programming language to independently learn additional programming languages

Students will be able to independently view computer programs and determine their purpose and identify potential flaws/vulnerabilities

Students will apply knowledge of cybersecurity concepts to engage in discussions of current events.

Students will practice digital citizenship which is an important part of 21st century culture.

Students will understand that complex mathematical models are used to keep data secure.

Students will be able to use ethical reflection and judgment regarding benefits and harms to make decisions.

Students will be able to think critically to evaluate the trust and credibility of organizations.

Students will know the importance of keeping their data secure and private.

Students will install computer updates as soon as they become available.

Students will develop a security mindset which is the ability to identify what might go wrong.

Students will be able to keep themselves and their data safe.

Resources

Curriculum is based on the Garden State Cybersecurity Curriculum