



Computer Science for All
San Francisco Unified School District

MyCS Course Syllabus

Teacher

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Course Description

In this introductory course, students will learn the foundational concepts and skills of computer science (CS). They will transition from being the consumers of technology to the creators of technology, and they will explore how to use the power of computers to solve big, real-world problems. The course is designed to be fun, engaging, relevant, collaborative, and creative. Students will build their understanding through creative projects in the Scratch programming language, where they will make animations, music, games, stories, and art.

Course Goals

- Introduce computer science as an engaging and relevant discipline.
- Develop foundational skills and knowledge in computer science.
- Strengthen problem solving and critical thinking skills.
- Foster creativity, collaboration, and communication.
- Explore issues raised by present and future societal impacts of computing.
- Demonstrate that *all* students can be successful in computer science.

What is Computer Science?

Computer science (CS) is the *science* behind computing. In other words, it is **learning how to use the power of computers to solve big problems.**

Instead of just using technology, students will learn to become creators of technology.

CS is important to learn because it teaches students to think critically, solve problems, supports science and math knowledge, can engage all students, and can lead to multiple careers.



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Curriculum Overview tinyurl.com/MyCS1

Coding Units

1. **Events and Motion:** Introduction to Scratch
2. **Loops and Animation:** Animate your own sprites and creative designs by repeating instructions.
3. **Conditions and Games:** Build games using IF statements!
4. **Conditions and Maze Games:** Make your own maze game using more IF statements!
5. **Data and Stories:** Tell animated stories using variables and lists!
6. **Procedures and Art:** Use procedures to make cool digital artwork!

Non-Coding Units

0. **Introduction:** What is CS?
Why is it relevant to my life?
- A. **Hardware & Software**
- B. **Encoding & Decoding**
- C. **The Internet**
- D. **Finch Robots**
- E. **Makey Makeys**
(input devices)

Standards Alignment

The MyCS course is aligned to the [Computer Science Teachers Association \(CSTA\) K-12 Standards](#) and [SFUSD's PK-12 Computer Science Scope and Sequence](#).

Student Accounts

Students will be provided with an account to access Scratch at scratch.mit.edu. They will also use their SFUSD accounts to access tools including Google Classroom and Google Drive.

Student Expectations

It is essential to make mistakes in computer science, as that is how you learn. In this class, we will work and learn together to achieve more than we could do alone. Work hard and follow all rules that outlined in the [SFUSD student and family handbook](#). Have fun!



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Student Agreement

I commit to respect myself, my classmates, my school, my teacher, and my classroom. I will try my best to learn in class. I will not give up, even when the work becomes very challenging. I will work well with others and support my teammates to the best of my ability. I have read and understand this course syllabus, including the classroom policies and procedures. I will follow all rules and understand that I choose to receive consequences if I do not follow these rules.

Student Name: _____ Period: _____

Student Signature: _____ Date: _____

Family Agreement

I have read and understand this course syllabus, including the classroom policies and procedures. I will do my best to help my child succeed in this class.

Guardian Name: _____

Guardian Signature: _____ Date: _____

(Next section is optional. It is for the teacher's reference only and will not be shared.)

Phone Number: _____ Type (circle one): Home / Work / Mobile

Email Address: _____

Preferred Language(s): _____

Anything important to know about your child: _____

Other questions / comments: _____
