

Scope and Sequence

Python Floating Islands

Lesson	Purpose	CSTA Standards	CS Concepts	Commands / sample code
1	Introduction to Python, Agent & outputs	<p>1A-AP-11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1B-AP-09 Create programs that use variables to store and modify data.</p> <p>1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.</p>	<ul style="list-style-type: none"> • Introduction to Python • Outputs (say) • Variables 	<pre>agent.move("forward") agent.move("forward") agent.move("down") agent.move("right") agent.destroy("forward") agent.move("up") agent.destroy("up") agent.move("up") agent.move("left") agent.move("left") agent.move("up") agent.destroy("up")</pre>
2	Conditional statements	<p>1B-AP-09 Create programs that use variables to store and modify data.</p> <p>1B-AP-11 Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.</p>	<ul style="list-style-type: none"> • Concepts of conditions • If statements • Else statements • Nested if/else statements • Logical operators 	<pre>if(purity("forward") <= 3): deny() say("Purity less than or equal to 3!") else: say("Purity is acceptable!") accept()</pre>
3	For loops	<p>1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem.</p> <p>1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.</p> <p>1B-AP-11</p>	<ul style="list-style-type: none"> • For loops • Nested for loops • Break 	<pre>for tunnel in range(0, 3): agent.move("forward") for dig in range(0,3): agent.destroy("down") agent.move("down") if(agent.inspect("down") == "gold_ore"):</pre>

		Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.		<pre>agent.destroy("down") for rise in range(0,3): agent.move("up") agent.move("forward")</pre>
4	While loops	<p>1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem.</p> <p>1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.</p> <p>1B-AP-11 Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.</p> <p>1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.</p> <p>2-AP-12 Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.</p> <p>2-AP-13 Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs.</p>	<ul style="list-style-type: none"> • While loops • Nested while loops 	<pre>while agent.inspect("forward") == "air": agent.move("forward") while agent.inspect("down") == "air": agent.move("down") agent.collect() while agent.position.y != 157: agent.move("up") agent.place(1, "down")</pre>
5	Functions	<p>1B-AP-10 Create programs that include sequences, events, loops, and conditionals.</p> <p>1B-AP-11</p>	<ul style="list-style-type: none"> • Concept of functions and using functions 	<pre>def on_player_travelled(location, mode, distance): loc = correct_location(location) agent.teleport(loc) agent.place(1, "down")</pre>

		<p>Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.</p> <p>1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.</p> <p>2-AP-14 Create procedures with parameters to organize code and make it easier to reuse.</p>	<ul style="list-style-type: none"> • Function parameters • Return statements • Basics of events 	
6	Lists	<p>1A-AP-11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1B-AP-09 Create programs that use variables to store and modify data.</p> <p>1B-AP-11 Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.</p> <p>1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.</p> <p>1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.</p> <p>3A-AP-14 Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.</p>	<ul style="list-style-type: none"> • Concept of a list/array • Usage of lists • Usage of lists with for loop 	

By the end of this course:

The students will

- Have a good grasp of Python syntax
- Gain a good grasp of algorithms, for loops, while loops, variables, lists and functions

CSTA Standards covered

1A-AP-10 : Develop programs with sequences and simple loops, to express ideas or address a problem.

1A-AP-11 : Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.

1A-AP-14 : Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.

1B-AP-09 : Create programs that use variables to store and modify data.

1B-AP-11 : Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.

1B-AP-12 : Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.

1B-AP-15 : Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.

2-AP-12 : Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.

2-AP-13 : Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs.

2-AP-14 : Create procedures with parameters to organize code and make it easier to reuse.

3A-AP-14 : Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables