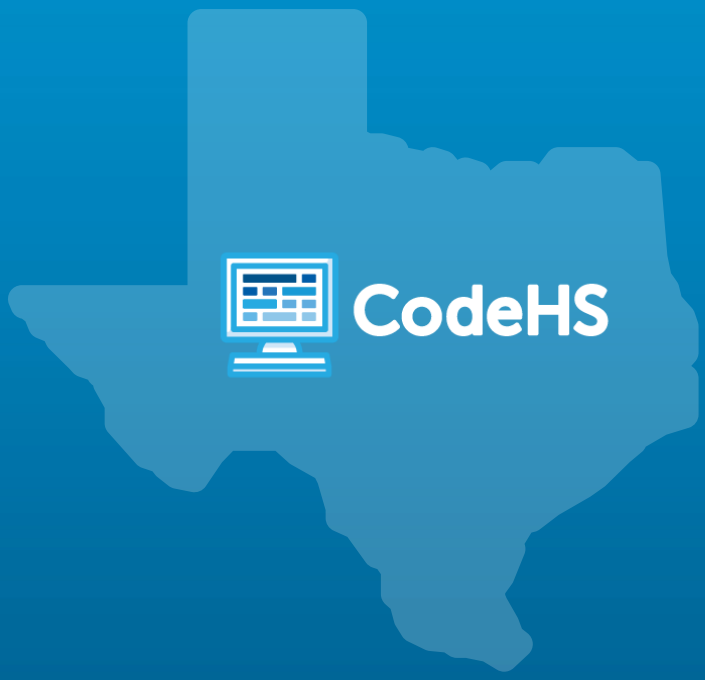

Texas Computer Science 1 Course

Created by CodeHS

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Course Overview

Texas Computer Science 1

Course Summary

The Texas Computer Science 1 course fosters students' creativity and innovation by presenting opportunities to design, implement, and present meaningful programs through a variety of media. Through data analysis, students access, analyze, and evaluate information needed to solve problems.

The course is also available in Spanish.

Standards Alignment

This course is 100% aligned to the Texas state standards for Computer Science 1. View the full aligned with the link below.

Course Documents	
Course Overview	codehs.com/course/texas_cs1/overview
Course Syllabus	codehs.com/syllabus/21296
Standards Alignment	codehs.com/standards/framework/TX_CS_I/course/21296

How to Preview the Course

Go to codehs.com/login and enter the following TEA teacher credentials to preview the Texas courses on CodeHS.

TEA Teacher Account Credentials

Username: TXdemo
Password: Texas123

Navigation Guide: codehs.com/navguide

CodeHS

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- ✓ Real-Time Student Data
- ✓ Assignment Configuration
- ✓ Access Controls
- ✓ Due Date Settings
- ✓ Integrations for District Platforms
- ✓ Dedicated Support & more!

Learn More

If you have questions, require additional information, or would like a CodeHS demo, please reach out to us at hello@codehs.com.

Course Outline 

Texas Computer Science 1

Module	Description
What is Computing?	Students learn about the history of computing, and about the various parts that make up modern computers. Students also consider the impact computing has had on today's world, and the impacts computing could potentially have in the future.
Programming with Karel	Students learn the basics of programming by giving Karel the Dog commands in a grid world.
Karel Challenges	Students apply all the foundational concepts from Intro to Karel to solve new challenges.
Digital Citizenship and Cyber Hygiene	Students learn about Internet etiquette and how to stay safe on the world wide web. They also look at the potential effects of their digital footprints, how to protect information from online risks, and the implications of cyberbullying. Finally, students learn how to find and cite quality resources online.
JavaScript Basics	Students learn the basics of JavaScript including variables, user input, mathematics, and functions.
The Canvas and Graphics	Students learn how to add graphics objects and position them on the canvas.
Graphics Challenges	Students apply what they have learned about graphics and basic JavaScript to complete a set of challenges.

Course Outline 

Texas Computer Science 1

Module	Description
Control Structures	Students learn how to use control structures such as if/else statements and loops to make advanced programs in JavaScript.
Control Structures Challenges	Students apply the foundational concepts from the Control Structures module to solve new challenges.
Functions	Students learn to write reusable code with functions, parameters, and return values, and explore the impact of variable scopes.
Animation and Games	Students learn how to make objects move around the screen and let users interact using the mouse!
Project: Breakout	Students learn how to make their own Breakout game from scratch using JavaScript.
Data Structures	Students learn about arrays, adding/removing from them and iterating through them, their methods, and string manipulation.
Final Project	Students learn about what makes an engaging and accessible user interface, and will employ an iterative design process including rapid prototyping and user testing to design and develop their own engaging projects.
Computer Science Careers	Students learn about a variety of computer science careers and organizations, and what the next steps could look like for them if interested.

Questions? Please email the CodeHS Team at hello@codehs.com.