

## COMPUTER SYSTEMS RESEARCH

Running Version of Your Program, example report form 2008-2009

1. Your name: Jessica Gorman, Period: 2
2. Date of this version of your program: 10/28/08
3. Project title: Benefits of Computer Education

Program's expected response(s):

The developed curriculum is supposed to help the students at Cardinal Forest Elementary School understand basic computer science and problem solving skills.

4. What about user input errors? Are there incorrect user input(s) that your program handles?
5. The curriculum is often changed day-to-day as more understanding is gained about the students' learning styles. Difficult topics, such as the coordinate system, had to be broken down into extremely small steps in order for the students to grasp the concept. During class, lesson changes are often made as the students respond differently to what was previously planned.
6. What is the programming doing, demonstrating, or analyzing? What is the user looking for in order to understand what you've been studying and developing with this project?

The lesson plans help the students gain an understanding of the computer science. During this 1st quarter, the students have been exposed to the basic commands of creating a sprite, which is an object that is depicted on the screen, and they have begun to learn about coordinate systems. This information about coordinate systems will help the students understand how to make their sprites move about the screen which is divided into a coordinate system.

1. By the end of this school year, what do you hope to have as a final version of your program in relation to this current version? What will you demonstrate during your final presentation

Hopefully by the end of the year, the curriculum can be created efficiently and fewer changes will need to be made because I will already understand what is effective to make the kids learn. Also, by the end of the year the kids will need less instruction because they will already know all the basic commands in Scratch; the lessons will focus on putting these methods to use and understanding how they manipulate the sprites.