

# Computing as the 4th R: AP CS Principles

## -- University-Level General Education Computing

Presented at [Educating for Careers 2013](#)

Presenter: Daniel Pearson from [Castle Park High School](#) in Chula Vista

### Why Study Computer Science?

From *America's Got Talent, but Not Enough is Going into Computer Science* - July 2010

[www.ncwit.org/csprinciples](http://www.ncwit.org/csprinciples)

### Computer Science Principles

<http://www.csprinciples.org>

Computational Thinking Practices

1. Connecting Computing
2. Developing Computational Artifacts
3. Abstracting
4. Analyzing problems and Artifacts
5. Communicating
6. Collaborating

### What's Happening in San Diego?

CE21 San Diego <http://www.ce21sandiego.org/>

- ComPASS - Computing Principles for All Students Success
- UCSD Pilot - CSE 3 - Prof Beth Simon
- HS Pilot - about 10 schools this year
- We are all using Alice - [Alice.org](#)
- Text Book - <https://sites.google.com/a/eng.ucsd.edu/expeditions-through-alice/home>
- Teachers Edition with many resources - editable by teachers
- Peer Instruction

### Info about my class

Using Canvas as LMS - <https://canvas.instructure.com/courses/766154>

Frequent use of Google Docs

- Student Handouts - for students
- Student Assignments - from students

Student Response System - iClicker

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More info about SD Pilot, curriculum, etc... <http://www.ce21sandiego.org/>

Presentation Page (a Google doc) - <http://tinyurl.com/EdForCareers2013-Pearson>