



**Cawthra Park Secondary School Computer Science Department**  
**Introduction to Computer Science, Grade 11 University**  
**Course Overview**

**COURSE CODE:**  
**PREREQUISITE:**

**ICS3U**  
**None**

**DEPARTMENT HEAD:**  
**CREDITS:**

**L. Fernandes**  
**One**

**GOALS OF THE COMPUTER SCIENCE PROGRAM**

1. To develop an understanding of fundamental programming concepts and practices.
2. To make connections between theoretical concepts and real-world applications of programming.
3. To foster strong analytic and critical-thinking skills by developing solutions to a variety of problems.

**OVERVIEW**

This course introduces students to computer science. Students will design software independently and as part of a team, using industry-standard programming tools and applying the software development life-cycle model. They will also write and use subprograms within computer programs. Students will develop creative solutions for various types of problems as their understanding of the computing environment grows. They will also explore environmental and ergonomic issues, emerging research in computer science, and global career trends in computer-related fields.

**COURSE STRANDS**

Programming Concepts and Skills  
Computer Environments and Systems

Software Development  
Topics In Computer Science

**ASSESSMENT AND EVALUATION**

Evaluation in this course takes many forms, and may be based on **products, conversations** and **observations**. A student's final mark is made of two parts: 70% is based on evaluation across the entire semester, and 30% is based on one or more components of a final evaluation, administered at or toward the end of the semester.

Teachers use their **professional judgment** to determine a final mark, based on the following four categories:

1. Knowledge and Understanding: Subject-specific content acquired in the course (knowledge), and the comprehension of its meaning and significance (understanding).
2. Application: The use of knowledge and skills to make connections within and between various contexts.
3. Thinking: The use of critical and creative thinking skills and/or processes.
4. Communication: The conveying of meaning through various forms.

Students' **learning skills** and **work habits**, including timely completion of homework and assignments, attendance and punctuality, collaborative work, and responsible student behaviour, will also be assessed on an ongoing basis.

**USE OF PERSONAL DIGITAL DEVICES**

**With teacher approval**, devices may be used during class time for class-related work, time-management and planning, or other academic uses. Inappropriate use of devices may result in this courtesy being revoked. Teachers are free to set their own rules regarding the use of devices in class, and to change them at any time.

**ADDITIONAL INFORMATION**

Cawthra Park can be a very busy place. Students should establish deadlines and assessment dates with their teachers in advance, when possible. Strong time-management skills are essential in computer science, as many concepts will require self-directed learning or consolidation. Plagiarism, including misrepresentation of original work, cheating, theft of evaluation instruments, use of unauthorized aids, and false representation of identity, will result in appropriate consequences. Please refer to the Student Handbook under the "About Us" section of the Cawthra Park website (<http://www.cawthrapark.com>) for more details on assessment and evaluation policies.