The new *CS Principles* course is being taught at schools across the United States in collaboration with the College Board and the National Science Foundation (NSF). It will become an official AP course in 2016-2017. The University of Alabama and A+ College Ready are collaborating on a new NSF grant to train 50 teachers on this new course. The new $1M project, called “Computer Science Principles Across Alabama” (CS4Alabama) provides year-long professional development, a supportive stipend directly to teachers, and an equipment fund for schools to buy resources needed for the new course!

The new course is much broader in topic than the current AP in Computer Science, yet still offers rigorous concepts. We believe this course will be of interest to a much more diverse group of students, and will also be easier for teachers to master the content. In Alabama, this course also counts as a math elective toward graduation!

Ten teachers are already in the process of introducing this course at their schools in 2013-2014, with deep interest from students and parents. Please contact us if you would like more information about becoming a participant in our project!

Computer Science is the college major that consistently has the most number of job offers and one of the highest starting salaries. By 2020, it is projected by the Bureau of Labor Statistics to be the area with most job demand. Yet, true computer science (not just Office applications) is very rarely taught in most schools. Come help us introduce Computer Science to more Alabama students!

For more information about this new course.....

Contact Dr. Jeff Gray (gray@cs.ua.edu) or Mary Boehm (marydboehm@bellsouth.net)
Do you enjoy being creative?
Curious about how the internet and other technologies work?
Want to learn how to create your own Android Apps?
Interested in learning about programming in a fun new context?

Computer Science Principles is a new one-year course designed to introduce students to the central ideas of computing and computer science, to instill ideas and practices of computational thinking, and to have students engage in hands-on activities that show how computing changes the world.

The Big Ideas of this course are:

I. Computing is a creative activity – explore new ways to express your creativity!
II. Abstraction reduces information and detail to allow you to focus on relevant concepts – a critical problem solving skill.
III. Data and information facilitate the creation of new knowledge.
IV. Algorithms are used to develop and express solutions to computational problems.
V. Programming enables problem solving, human expression and creation of knowledge.
VI. The Internet pervades modern computing – how does it work?
VII. Computing has global and social impacts – opportunities exist to help others and change the world with new technology!

Explore all of these concepts in a hands-on context that covers a broad range of computer science topics!

For more information about this new course.....
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