Get Ready to Teach AP Computer Science Principles
40-Hour Online Professional Development

This professional learning program will provide teachers with the information and resources they will need to successfully teach Edhesive’s AP Computer Science Principles course in a blended learning environment at their school. This program requires a 40-hour commitment that focuses on the following:

- Familiarizing teachers with the comprehensive teacher materials and curriculum, often from the perspective of a student
- Learning Scratch and Processing in the context of student lessons and Performance Task requirements
- Introducing teachers to the project-based approach necessary to teach the course successfully
- Reviewing background mathematics and computer science content in the context of course activities
- College Board requirements and expectations for AP implementation
- Exploring the dynamic role and responsibilities of the AP Computer Science Principles teacher, preparing them to facilitate the lessons, use and respond to the assessments, harness and create supplemental learning activities, and customize the AP Computer Science Principles course to meet their students’ unique needs

The course is completely asynchronous, so teachers can complete the program on their schedule and at their own pace, however teachers should complete this program before school starts so they’re ready on Day One. The program will remain available for the duration of the school year as an ongoing reference.

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<th>Module</th>
<th>Lessons</th>
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| Getting Started               | 1.1 What to Expect
|                               | 1.2 Know the Course
|                               | 1.3 Project-Based Learning
|                               | 1.4 Why CS
|                               | 1.5 Role of teacher
|                               | 1.6 Teacher Forum & PLC
| Deep Dive into the Course Curriculum | 2.1 Explore student course
|                               | 2.2 Course Highlights
|                               | 2.3 Discrete Mathematics
|                               | 2.4 Coding in Scratch
|                               | 2.5 Coding in Processing
|                               | 2.6 Unit Projects
|                               | 2.7 College Board Requirements & Expectations
| Preparing for Facilitation    | 3.1 Blended Classroom
|                               | 3.2 Learning Activities
|                               | 3.3 Pacing
|                               | 3.4 Differentiation
|                               | 3.5 Content customization
|                               | 3.6 Technical Issues
|                               | 3.7 Assessment
|                               | 3.8 Gradebook
|                               | 3.9 Using data
| Preparing for Your First Days | 4.1 Recruiting  
|                             | 4.2 Planning first weeks  
|                             | 4.3 Wrap-Up  |

*Draft agenda; subject to change*