

(<http://csmatters.org/pd-new>) I - 00

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Initial Spring Kick-Off Meeting Part 1



Unit Introductions, Check-Ins, and Reflections

Revision Date: Sep 08, 2019

Duration: 45 50-minute sessions

Lesson Summary

Summary: Teachers are introduced to important elements of the Professional Development. They will review the overview of the CS Matters AP CSP course, the resources from College Board, Runestone Interactive, and Blown to Bits.

Outcomes:

- Teachers will discuss Blown to Bits.
- Teachers will gain an overview of the CS Matters AP CSP course.
- Teachers will be introduced to expectations from the College Board.
- Teachers will begin the *How to Think Like a Computer Scientist* in Runestone Interactive.
- Teachers recognize that there are other professional development options such as the official College Board AP Summer institutes and multiple online Python programming lesson options.

Overview:

Total: 60 min

1. Introductions (20 min)
2. PPT overview (30 min)
3. Break Assignment (10 min)

Learning Objectives

Teacher Resources

Lesson Plan

Introductions (15 min)

Facilitators and teachers will introduce themselves to the group. They will include information such as name, school, school system, subjects that they teach, and what they are excited to learn about the AP CSP course. The group will then discuss the first chapter of Blown to Bits. (<https://drive.google.com/open?id=0B1v7pcLSD-B5Y1ZqWHU2Q2NQMFU>)

General overview (20 min)

The facilitator will follow the CSP general overview ppt (<https://drive.google.com/open?id=1joGhvEqX1eqwEOSdRg3FnWZfKiCQAFqL96DBp9AXDcw>) in the resource folder and introduce AP CSP to the teachers.

Provide additional resources suggestions.

1. Point out that this professional development is NOT a College Board sponsored AP workshop and they should be aware that the College Board offers AP Summer Institutes and 1 day workshops that support teaching and pedagogy.
2. Point out additional Python lessons online at CodeHS, Carnegie Mellon Python online and invite other participants to offer their favorite learning locations.

Break Assignment (10 min)

The teachers will follow the directions and work offline to complete the break assignment (https://docs.google.com/document/d/1EE0o1YUkd52iNqaoE6NRkBOQjJHOgft_aQjeHrdtAmw/edit?usp=sharing) (sample here). (<https://drive.google.com/open?id=0B1v7pcLSD-B5WkFkelEwbEhCR00>)

Teachers should make sure that they are able to successfully log into Runestone Interactive (<https://drive.google.com/open?id=0B1v7pcLSD-B5RljemFZZXRyMjg>) before returning from the break. The facilitator should give the teachers the filler email addresses they should use for this section (see the sample Runestone Registration Directions pdf for an example).



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