

Student name: Ian Anderson

Course: Bits & Blocks: Computer Programming

Instructor: TJ Leone

Teaching Assistant: Eric Fleming

Course Description

Have you wondered how you control every movement on the screen while playing video games? Students unlock the mysteries behind the computer screen as they investigate fundamental concepts in computer programming. Using MicroWorlds software, students explore and test their ideas and develop their own 2-D multimedia projects and computer games, complete with animation, sound effects, movie clips, and music. This course encourages students to use their imagination and math skills, solve problems, and think creatively while developing simple computer programs. Students receive a copy of MicroWorlds.

Resources

Rubric of Student's Performance

	Needs Improvement	Satisfactory	Good	Excellent
Ability to Grasp New Concepts				
Use of Questions (to clarify or probe)				
Application of Problem-Solving Strategies				
Study Skills				
Motivation				
Task Persistence				
Management of Own Learning				
Ability to Work with Others				
Overall Contribution to Class				

Remarks on Student's Performance and Proficiency

Replace this text with at least 1-2 paragraphs detailing this student's academic coursework. Use specific examples as often as possible and avoid general statements. Make sure the use of the student's name or pronouns are consistent (cutting and pasting your remarks leads to mistakes).

Recommendations for Future Study

Replace this text with specific CTD course recommendations. Refer to the [summer brochure](#) for admissions criteria for courses (students who successfully complete your class are eligible to take other classes with the same admissions criteria). Be mindful of course prerequisites and whether your student would be eligible.