

Savvas Learning Company

Paradise Valley Unified School District

Computer Science Presentation Script

Slide 1

Welcome to the Savvas Learning Company's Computer Science book presentation for Paradise Valley Unified School District.

Background Info (Not Featured Within Presentation)

Savvas Learning Company, formerly Pearson K-12 Learning, is proud to provide the best learning solutions for career and technical education. We offer quality curriculum solutions that prepare students for both college and career success. Let's take a brief look at Savvas – Next Generation Learning

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These five objectives will be met during the presentation of your curriculum selections. I will give a general overview for each text including the in-class and on-line options for student completion of homework, assignments, and assessments. I will cover the types of assessment components available for each text, and will discuss how students, faced with unfinished or gaps in their learning caused by the pandemic, will have their learning needs addressed.

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There are many summative and formative assessments for these texts! These include chapter review questions, programming activities, student and class projects, student exercises, quizzes, tests, and real-world case studies.

Each curriculum presented focuses on student use of problem solve to generate solutions to real-world situations. Additionally, two of the three presented curriculums are Advanced Placement courses where students take a nationally recognized test to earn college credit.

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The pandemic has caused many learning issues for students and teachers. Our e-texts, available for all presented curriculums, allows educators and students to access course content anytime, anywhere. The MyProgrammingLab for the Java Programming text uses a virtual platform which expands student access to curriculum created by the teacher.

Additional digital Instructional Resources are available to teachers and students using the MyProgrammingLab and e-Text platforms.

Free Instructor Resources for all texts extends students learning by providing digital PowerPoints, assignments, and class and homework activities. The Computer Science

text has a companion website which provides additional resources to support teaching this course.

Because of the pandemic, teachers have needed to develop new skills sets for teaching. My Savvas Training, a free on-line site, has webinars, blogs, and videos for teachers to use as they develop new virtual teaching skills for delivering their content to students

Savvas on-line remote learning resources are free to students, teachers, and parents. These reteaching activities in core subjects like science and math, help to close the gaps in student learning. These can be found at the website at the end of this slide.

<https://sites.google.com/view/freeremotelearningresources>

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The e-Text gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the eText offers a read aloud option, whereby students can follow along at the text is read to them. The e-text also includes sharing features and test review resources like flash cards.

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The eText, which resides on the VitalSource website, is easily accessed. Use the sign-in credentials provided on this slide to preview each text presented today. A companion app allows e-text subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Now let's take a closer look at the course selections you've made.

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First up is Introduction to Java Programming AP version, 10th edition.

Slide 8 – Course #1 Presented

Introduction to Java Programming, teaches programming in a problem-driven way that focuses on problem solving rather than syntax. The book makes introductory programming interesting by using thought provoking problems in a broad context.

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The text focuses on problem solving through Java programming and emphasizes both imperative and object-oriented problem solving and design. The chapters presented on this slide can be divided into two parts. In the first part, students learn the fundamental concepts of computer and programming, then advance to techniques of selection statements, loops, methods, and arrays. The second part builds on this foundation as

students are introduced to the concepts of object-oriented programming, inheritance, interfaces, and recursion.

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Features within each chapter assess learning and help students get more out of the material presented in the text. Learning objectives are given at the beginning of each chapter.

Introductions are provided as openers for discussing topics using representative problems.

Key Points highlight important concepts covered in each section.

Check Points provide review questions for students to answer which helps them track their progress.

Problems and Case Studies are presented in an easy-to-follow style. The text uses stimulating examples to emphasize important ideas.

Chapter Summaries review important subjects that students should understand and remember.

Notes, Tips, Cautions, and Design Guides are inserted throughout the text to offer valuable advice on important aspects of program development.

Programming Exercises, provide students with opportunities to apply the new skills they have learned on their own. The level of difficulty is rated as easy, moderate, hard, or challenging. Programming depends on practice, and the book provides a great many exercises. Additionally, more than 50 programming exercises with solutions are provided to instructors as a free download on our Instructor resource website.

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Advanced Placement topics are mapped for this text and presented in chart form as reference to students who are preparing for the AP test.

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MyProgrammingLab, an integral part of the Java course is an online learning system designed to engage students and improve results. This is achieved through an interactive digital learning environment that cohesively blends the e-text narrative with media, assignments, and assessments.

Through practice exercises and immediate, personalized feedback, MyProgrammingLab improves the programming competence of students. Student Resources include Check point questions, Solutions to even-numbered programming exercises, Source code for the examples in the book, Interactive quizzes organized by sections for each chapter, Java IDE and programming resources, Debugging tips, Errata, plus VideoNotes, and Algorithm Animations.

Interactive Practice provides first-hand programming experience in an interactive online environment. Error Messages for incorrect answers give students immediate personalized feedback.

Step-by-step Video Note Tutorials enhance the programming concepts presented in the textbook by allowing students to view the entire problem-solving process outside of the classroom—when they need help the most.

The e-Text gives students access to their textbook anytime, anywhere.

Rich media options let students watch lectures and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class.

Dynamic grading and assessment provide auto-grading of student assignments, saving teachers time and offering students immediate feedback: The color-coded gradebook tracks student progress and gives you a quick glance of your classes' learning achievement.

[Slide 13](#)

The MyProgrammingLab for Java Programming enables students to read, practice, and study in one continuous experience. Information for viewing this course on the Savvas demo account is provided on this screen.

[Slide 14](#)

Free download of on-line instructor resources includes the Instructors Solution Manual, student projects, additional exercises created for students to complete for practice or enrichment, PowerPoints for each chapter, and a test bank.

[Slide 15 – Course #2 Presented](#)

The next course we'll explore is *Computer Programming: Fundamental Concepts Using Java*.

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Computer Programming engages students as they learn the fundamentals of problem-solving processes and techniques first, and then apply them through programming techniques to solve real-world problems. The course begins by identifying expectations

in the workplace, and the skills required of computer programmers. Students learn about the differences between various programming languages and their common uses. An introduction to the software lifecycle approach to designing an application is also covered.

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Each chapter is designed to make studying easier. Chapter objectives and key point for each chapter are clearly stated. Ignite the passion for learning in your students as they learn about characters and string, loop statements, data structures, arrays, and object-oriented programming.

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Section Assessments ask student to pause at the end of each section to answer a few brief review questions to assess their understanding before moving on to the next section.

Case Studies were carefully chosen and are presented in an easy-to-follow style which teaches problem solving and programming concepts.

Chapter-ending Review and Assessment activities reinforces the important concepts that students should understand and remember and includes: Key Terms, Chapter Summary, Chapter Assessment questions, and Programming Exercises.

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Programming practice exercises give students opportunities to apply the new skills they have learn on their own. The level of difficulty for exercises are easily identified by asterisk ratings.

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Practical examples and advice, including figures, cautions, and debugging tips are provided throughout the text.

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Free on-line Instructor Resources include PowerPoints, the Test Bank questions in a word file, test generator software, and the directions for installing the software on your computer. Let's turn now to our third course presentation.

Slide 22 Course #3

Accessible to students from all backgrounds, *Computer Science: An Overview, 13th edition*, encourages the development of a practical, realistic understanding of the field.

Students learn the fundamentals of computing to broaden their understanding of how computing and technology influence the world around them.

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An overview of each of the important areas of Computer Science—Problem solving, Networking, OS, Computer Architecture, Algorithms, Programming languages, and the Internet are covered during the course. Data storage and manipulations, operating systems, computer graphics and artificial intelligence are also covered.

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Computer Science provides a bottom-up, concrete-to-abstract foundation that students can build upon to see the relevance and interrelationships of future computer science courses.

It follows a bottom-up arrangement of subjects that progresses from the concrete to the abstract.

Individual chapters are independent and can be covered in an order that fits course preferences.

The course uses Python programming for active learning, exploration, and experimentation.

Ethical and legal aspects of areas such as Internet security, software engineering, and database technology are presented to teach students about responsible behaviors of Information Technology employees.

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Enduring Understandings and Learning Outcomes from the AP Curriculum Framework are mapped to the textbook chapters and sections. Several of the performative LOs are not explicitly covered in this text but can be found in the supplemental resources and activities available on the companion website address presented on this slide. www.pearsonhighered.com/brookshear

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Enriching and challenging supplemental activities are available through an Errata link to Marquette University's Computer Science Department

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Computer Science includes a free companion website that has downloads available for additional student activities, simulators, a reference sheet, and labs. Visit the link at the bottom of the screen to access them.

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Free Instructors' Resources are also available as a download on the Savvas website. They include an Instructors Solutions Manual, PowerPoints, and Test bank word files for creating tests and quizzes.

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Both *Computer Science* and *Computer Programming* are available as e-Text, discussed in an earlier slide.

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Thank you for considering Savvas as your provider of Next-Generation Learning Solutions. We hope to hear from you soon! Please feel free to contact Jayne, your district's Savvas Account Manager, if you have any questions.

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(No audio)

Provide a general overview of the three requested curriculums.

Share information about each of the items that are available for each curriculum selection.

Explain the online options for completion of homework, assignments, and assessments.

Describe the features of each **assessment** component.

Explain how the curriculum addresses unfinished or gaps in learning caused by the pandemic.

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Our programs are aimed at helping learners prepare for, and discover, greater education and employment opportunities. We are dedicated to creating learning materials that provide relevance, real-world application, and the highest quality content. Our materials align to state standards, incorporate career exploration and 21st Century Skills, and include strong instructional support to ensure your learners meet desired course outcomes. Many of our programs prepare learners for industry-recognized certifications.