

Unit 1 — Primitive Types

Big Idea: VAR (Variables & Data Types) | **Code.org unit:** Unit 1 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 1: point values, weights, and the AP objective each item builds toward. Use it alongside the answer keys (folder 02) and the feedback bank (folder 05).

1 · Graded items and point values

Graded item	Points	Category	AP objective
Declaring & initializing variables	15	Practice	VAR-1.C
Integer division & modulo practice	15	Practice	CON-1.A
Casting & precedence trace	15	Practice	CON-1.B
Unit 1 quiz (25 Q)	25	Assessment	all VAR-1/CON-1
Handwritten expression FRQ AI-PROOF	20	Performance	CON-1.A/1.B
Unit total	90		

AI-proofing: items marked **AI-PROOF** are the handwritten, in-class replacements (folder 03) you assign when a student's digital work trips the AI red-flags. Same AP objective, no shortcut.

2 · Suggested category weights (gradebook)

Category	Weight
Practice (formative)	35%
Assessment	40%
Performance task	25%

These weights are pre-loaded in the gradebook CSV (folder 04). Change one cell and every grade recalculates.

3 · AP learning-objective coverage (put this on the wall)

Track per class. If the class average on any objective is below 70%, re-teach it *before* the AP exam.

Objective	Students must be able to...
VAR-1.C	Declare and initialize int, double, and boolean variables.
CON-1.A	Evaluate arithmetic expressions (incl. integer division and % modulo).
CON-1.B	Apply operator precedence and casting between int and double.
VAR-1.E	Understand overflow / range limits of int.
MOD-1	Use System.out.print/println for output.

4 · Grading order that saves time

1. **Quiz/assessment first** — objective, tells you instantly where the class stands.
2. **Skills work by station** — grade one item across the whole stack, then the next. 2–3× faster.
3. **Performance task last**, with the interactive grader (folder 06) open — click criteria, paste feedback.