

Unit 4 — Iteration

Big Idea: CON (Control) | **Code.org unit:** Unit 4 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 4: 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
while & for loop writing	15	Practice	CON-2.C
Nested loop tracing	20	Practice	CON-2.E
String traversal algorithms	15	Practice	CON-2.G
Unit 4 quiz (25 Q)	25	Assessment	all CON-2
Handwritten loop FRQ (methods & control) AI-PROOF	25	Performance	CON-2.C/2.G
Unit total	100		

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	35%
Performance task	30%

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...
CON-2.C	Write while and for loops.
CON-2.E	Trace nested loops and determine iteration counts.
CON-2.G	Traverse Strings with loops (indexed access).
CON-2.H	Analyze loops for number of iterations / statement execution count.
CON-1.E	Identify and fix off-by-one and infinite-loop errors.

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.