

Unit 6 — Array

Big Idea: VAR (Variables & Data Types) | **Code.org unit:** Unit 6 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 6: 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
Array declaration & access	15	Practice	VAR-2.A
Traversals (for & for-each)	15	Practice	VAR-2.C
Standard algorithms (min/max/sum)	20	Practice	VAR-2.D
Unit 6 quiz (25 Q)	25	Assessment	all VAR-2
Handwritten array FRQ (FRQ #3 style) AI-PROOF	30	Performance	VAR-2.D
Unit total	105		

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...
VAR-2.A	Declare, initialize, and access 1D arrays.
VAR-2.C	Traverse arrays with for and enhanced-for (for-each) loops.
VAR-2.D	Apply standard algorithms: sum, min, max, count, average.
VAR-2.E	Understand array length and index bounds (0 to length-1).
CON-2.I	Avoid ArrayIndexOutOfBoundsException 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.