

Unit 9 — Inheritance

Big Idea: MOD (Modularity) | **Code.org unit:** Unit 9 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 9: 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
Subclasses & super	20	Practice	MOD-3.B
Overriding & polymorphism	20	Practice	MOD-3.C/3.D
Declared vs actual type	10	Practice	MOD-2.G
Unit 9 quiz (20 Q)	20	Assessment	all MOD-3
Handwritten inheritance FRQ AI-PROOF	30	Performance	MOD-3.B/3.C
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)	30%
Assessment	35%
Performance task	35%

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...
MOD-3.B	Create subclasses with extends; use super in constructors.
MOD-3.C	Override methods and call super.method().
MOD-3.D	Apply polymorphism (dynamic method dispatch).
MOD-3.E	Understand the Object class (toString, equals) and is-a relationships.
MOD-2.G	Reason about declared type vs. actual type.

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.