

Unit 10 — Recursion

Big Idea: CON (Control) | **Code.org unit:** Unit 10 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 10: 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
Base case & recursive case	15	Practice	CON-2.L
Recursion tracing	20	Practice	CON-2.M
Recursive search/sort concepts	15	Practice	CON-2.O
Unit 10 quiz (25 Q)	25	Assessment	all CON-2
Handwritten recursion FRQ AI-PROOF	20	Performance	CON-2.L/2.M
Unit total	95		

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...
CON-2.L	Write recursive methods with a base case and a recursive call.
CON-2.M	Trace recursive calls and determine return values.
CON-2.N	Recognize recursion on strings/arrays.
CON-2.O	Understand recursive searching (binary search) and sorting (merge sort) conceptually.
CON-1.H	Identify infinite recursion (missing/incorrect base case).

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.