

Unit 4 — Variables, Conditionals, and Functions

Big Idea: AAP (Algorithms and Programming) | **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
Variables & expressions practice	15	Practice	AAP-1.A/2.B
Conditionals & Booleans (trace/write)	20	Practice	AAP-2.E/2.F
Functions: write & call	20	Practice	AAP-2.H/3.A
Unit 4 code-reading quiz (25 Q)	25	Assessment	all AAP
Mini-app: conditional logic + writeup AI-PROOF	30	Performance	AAP-2.H
Unit total	110		

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...
AAP-1.A	Represent a value/expression with a variable.
AAP-2.B	Evaluate expressions using arithmetic operators.
AAP-2.E/2.F	Evaluate and write conditional (if/else) statements, including Boolean expressions.
AAP-2.H	Write and call procedures (functions) to organize code.
AAP-3.A	Explain how procedures use abstraction to manage complexity.

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.