

Unit 5 — Lists, Loops, and Traversals

Big Idea: AAP (Algorithms and Programming) | **Code.org unit:** Unit 5 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 5: 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
List operations practice	15	Practice	AAP-2.N/2.O
Loop tracing (iterations/result)	20	Practice	AAP-2.K/2.L
Traversal algorithms (sum/max/count)	20	Practice	AAP-2.O
Unit 5 code-reading quiz (25 Q)	25	Assessment	all AAP
List-processing app + writeup AI-PROOF	30	Performance	AAP-2.O
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.D	Represent a list or collection of data with a variable.
AAP-2.K	Write iteration (loops) to repeat steps.
AAP-2.L	Compare loop behavior; determine the result/number of iterations.
AAP-2.N/2.O	Write and traverse lists (access, add, remove elements).
AAP-3.C	Explain how algorithms with lists/loops 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.