AP CSP · MASTER GRADING KIT

Unit 6 — Algorithms

Big Idea: AAP (Algorithms and Programming) | **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
Algorithm design (pseudocode)	20	Practice	AAP-2.P
Linear vs. binary search	15	Practice	AAP-4.B
Efficiency / reasonable time	15	Practice	AAP-4.A
Unit 6 quiz (30 Q)	30	Assessment	all AAP-4
Algorithm analysis brief AI-PROOF	30	Performance	AAP-4.A/4.B
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)	30%
Assessment	40%
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-2.P	Develop algorithms using sequencing, selection, and iteration.
AAP-4.A	Compare algorithm efficiency (reasonable vs. unreasonable time).
AAP-4.B	Explain linear vs. binary search; when each applies.
AAP-2.O	Explain the concept of undecidable problems (existence, not solving).
CRD-2.G	Describe how an algorithm's steps solve a problem.

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.