

Unit 7 — Parameters, Return, and Libraries

Big Idea: AAP (Algorithms and Programming) | **Code.org unit:** Unit 7 | **Teacher:** _____ **Period:** _____

Your one-page map of everything graded in Unit 7: 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
Parameters & return practice	20	Practice	AAP-3.B/3.C
Using libraries/APIs	15	Practice	AAP-3.D
Abstraction reasoning	10	Practice	MOD-1.A
Unit 7 quiz (20 Q)	20	Assessment	all AAP-3
Create-PT prep: procedural abstraction app AI-PROOF	35	Performance	AAP-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	30%
Performance task	40%

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-3.B	Write procedures with parameters that generalize behavior.
AAP-3.C	Use return values to pass data out of a procedure.
AAP-3.D	Select appropriate libraries/existing procedures (APIs).
MOD-1.A	Explain how abstraction manages complexity in a program.
AAP-2.H	Determine the result of calling procedures.

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.