

Proto Course Pathways

The following Proto Course Pathways offer suggested sequences of Proto Courses that can be used to develop knowledge and interest in a particular area of learning focus; they are customizable to your class's specific needs.

COMPUTER SCIENCE

This pathway is designed to introduce computer science concepts and skills, and to give students an opportunity to learn about careers and pursue academic opportunities related to computer science. It can also be used to help get high school students interested, prepared and motivated to take an AP Computer Science course or exam.

Level 1

both of the following two courses:

- 101 - Essentials of Coding
- 102 - Essentials of Game Design

Level 2

all of the following three courses:

- 201a - Intro to Computer Science: Web Design
- 201b - Intro to Computer Science: Game Design
- 202a - Game Design and Coding: Hidden Object Game

and one of the following two courses:

- 202b - Game Design and Coding: Action Game
- 203 - Mobile App Design and Coding: Side-Scrolling Game

Level 3

both of the following two courses:

- 301 - Teamwork CS: Game Development in Teams
- 302 - 3D Game Design and Coding: Adventure Game

GAME DESIGN & APP DEVELOPMENT

This pathway is designed to expose your students to a wide array of tools and processes used in professional Game and App Design.

Level 1

both of the following two courses:

- 101 - Essentials of Coding
- 102 - Essentials of Game Design

Level 2

- 202a - Game Design and Coding: Hidden Object Game

and one of the following two courses:

- 202b - Game Design and Coding: Action Game OR
- 203 - Mobile App Design and Coding: Side-Scrolling Game

Level 3

both of the following two courses:

- 201a - Intro to Computer Science: Web Design
- 201b - Intro to Computer Science: Game Design

Level 4

both of the following two courses:

- 301 - Teamwork CS: Game Development in Teams
- 302 - 3D Game Design and Coding: Adventure Game

CORE SUBJECT INTEGRATION: COMPUTATIONAL THINKING

This pathway is a good option for schools or teachers looking to integrate computer science into existing core subject areas, or to help their students connect computer science and computational thinking more deeply to the content they are learning in a core subject class.

Level 1

101 - Essentials of Coding

Level 2

201a - Intro to Computer Science: Web Design

Level 3

201b - Intro to Computer Science: Game Design

Level 4

302 - 3D Game Design and Coding: Adventure Game

CORE SUBJECT INTEGRATION: GAME DESIGN

This pathway is a good option for schools or teachers looking to integrate game design into existing core subject areas, or to help their students connect more deeply to the content they are learning in a core subject class.

Level 1

101 - Essentials of Coding

Level 2

202a - Game Design and Coding: Hidden Object Game

Level 3

one of the following two courses:

202b - Game Design and Coding: Action Game

203 - Mobile App Design and Coding: Side-Scrolling Game

Level 4

301 - Teamwork CS: Game Development in Teams

CORE SUBJECT INTEGRATION: ELEMENTARY

This pathway is designed for schools or teachers who would like to provide a select number of classes that will be integrated into STEM (Science, Technology, Engineering, Math) or STEAM (Science, Technology, Engineering, Arts, Math) classes. It can be used to help expose Upper Elementary School students to STEM/STEAM learning, especially coding and computer science, from a young age.

Level 1

100 - Game Inventor

Level 2

101 - Essentials of Coding

Level 3

102 - Essentials of Game Design

Need help deciding what pathway is the best fit for your students?

Contact protohelp@carnegielearning.com and we can help you figure out what's right for you.