



CodeHS

Computer Science Courses

With a full 6-12 pathway, CodeHS offers several full year courses for middle school and high school. Courses are made up of learning modules that include video tutorials, quizzes, example code, applied programming exercises, and programming challenges. All courses are designed to be engaging, fun, and rigorous. Some of our course offerings include:



INTRO TO COMPUTER SCIENCE IN JAVASCRIPT

This course teaches the foundations of computer science and basic programming, with an emphasis on helping students develop logical thinking and problem solving skills.



INTRO TO COMPUTER SCIENCE IN PYTHON

This course teaches the fundamentals of computer programming and some advanced features of the Python language. Students will build simple console-based games in this course.



AP COMPUTER SCIENCE PRINCIPLES

Officially endorsed by College Board, this course prepares students for the AP CSP exam. This course introduces students to the foundational concepts of CS and explores the impact computing and technology on society.



AP COMPUTER SCIENCE IN JAVA

This course is designed to help students master the basics of Java and equip them to successfully pass the College Board AP Computer Science A Exam at the end of the school year.



COMPUTING IDEAS

With a unique focus on creativity, problem solving and project based learning, Computing Ideas gives students the opportunity to explore several important topics of computing.



WEB DESIGN

This is a project-based course that teaches students how to build their own web pages. Students will learn the languages HTML and CSS, and will create their own live homepages to serve as portfolios of their creations.



PROGRAMMING WITH KAREL

Learn the basics of computer science, programming, and computational thinking with Karel the Dog. Students give commands to the dog to practice foundational concepts and solve programming puzzles. This is a great first course for middle schoolers and offers block-based coding.



CREATIVE COMPUTING

This course is a first computer science course introducing the basics of designing a web page, the basics of programming with Karel the Dog, and an introduction into basic JavaScript and graphics.



WORLD OF COMPUTING

In this course, students learn the basics of programming with Karel the Dog, and explore what a computer is and how technology has affected their lives.