

Getting Started Guide

Thank you for using CompuScholar's online Computer Science curriculum! This brief guide will explain how to access the system and find related information.

Available Courses

For a list of available CompuScholar courses, please see our Course Overview page: <http://www.compuscholar.com/schools/courses/overview/>

Login Information and Online Delivery

All course material is delivered through an online Learning Management System (LMS). You will receive a username, password and login URL with your access instructions.

Hardware and Software Requirements

The specific hardware and software requirements vary for each course. For more details, please see:

http://learning.compuscholar.com/course_includes/Minimum_Requirements.pdf

Installing 3rd Party Software

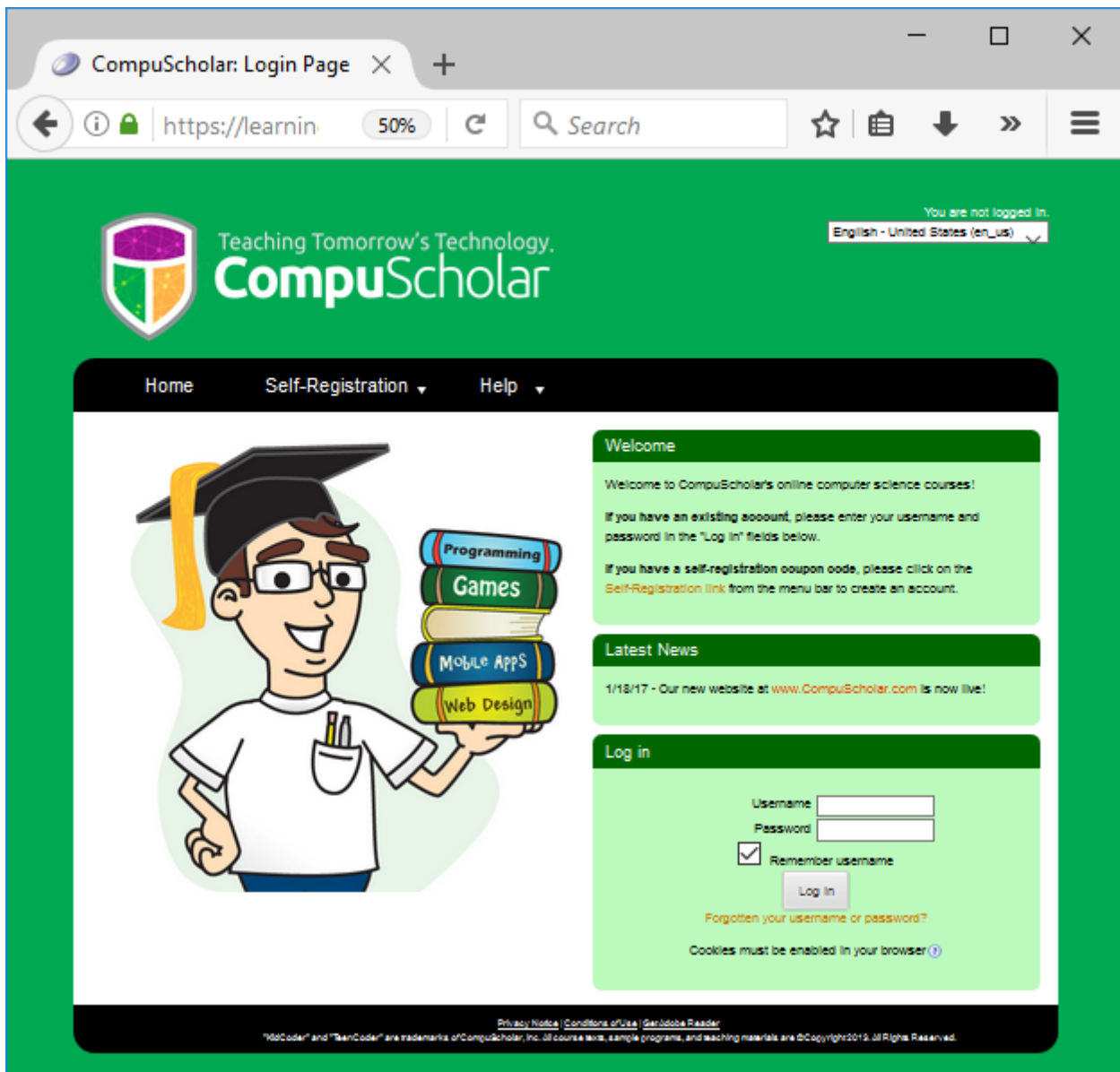
All courses include hands-on programming activities or computing projects! If 3rd party software is required to complete these activities, the course will contain step-by-step download and installation instructions. All 3rd party software is **free** to download and install on any student or teacher computer.

Schools may choose to pre-install 3rd party software on common or shared school computers. Students are also encouraged to install the software at home in order to work outside the classroom. Our online Learning Management System can be accessed from any location by a student or teacher login using a high speed Internet connection.

Login Page

To access course material, please use a HTML5-compliant web browser such as Internet Explorer, Mozilla Firefox, or Google Chrome or Apple Safari. Navigate to the CompuScholar login page provided with your course access instructions.

Your login page will look similar to the image below. Type your username and password into the boxes in the lower right corner and click on the "Login" button to continue.



CompuScholar: Login Page

https://learnin 50%

Search

You are not logged in.
English - United States (en_us)

Teaching Tomorrow's Technology.
CompuScholar

Home Self-Registration Help

Welcome

Welcome to CompuScholar's online computer science courses!

If you have an existing account, please enter your username and password in the "Log in" fields below.

If you have a self-registration coupon code, please click on the [Self-Registration](#) link from the menu bar to create an account.

Latest News

1/18/17 - Our new website at www.CompuScholar.com is now live!

Log in

Username

Password

Remember username

Log in

[Forgotten your username or password?](#)

[Cookies must be enabled in your browser](#)

[Privacy Notice](#) | [Conditions of Use](#) | [Gariboba Reader](#)

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Home Page

Once logged in, your Home Page will display the courses that are assigned to your login.



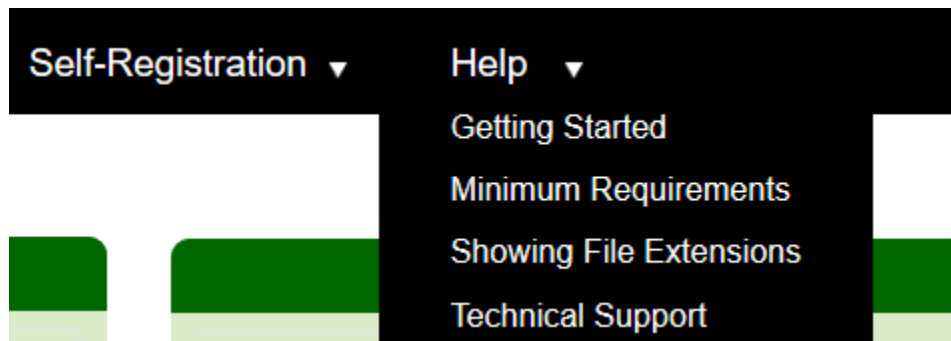
The screenshot shows a 'Course overview' section with a green header. Below the header are three course cards, each with a book cover on the left and the course title on the right:

- CompuScholar: Digital Savvy**: The book cover features a silhouette of a head with a brain and circuitry. The text on the cover includes 'CompuScholar, Inc.', 'Digital Savvy', and 'Basic computer literacy skills for today's students.'
- Java Programming**: The book cover is green with a white coffee cup. The text includes 'TeenCoder Series', 'Java Programming', and 'Abridged Version'.
- Web Design**: The book cover is blue with a green spider character. The text includes 'Kubler Series', 'Web Design', and 'Student Textbook'.

Simply click on the desired course (e.g. "Web Design") to access that course material.

Online Help, Tutorials and Professional Development

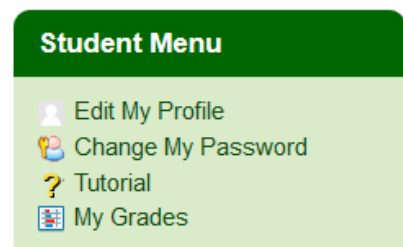
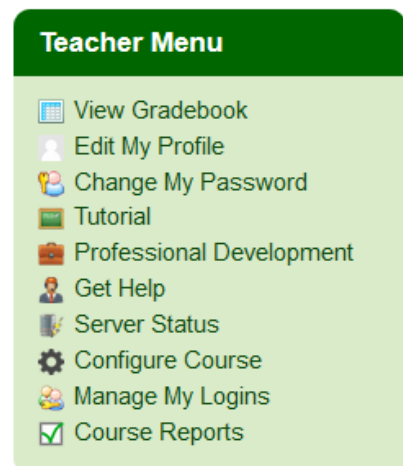
At the top of every course page is a standard toolbar with a “Help” selection.



Within the Help area will be links to useful documents, including the minimum hardware and software requirements.

Within each course you will find a **Teacher Menu** or a **Student Menu** (depending on your role). Both menus contain a link to “**Tutorials**”, which are video modules that show students and teachers how to use the online system.

The **Teacher Menu** also contains a link to “**Professional Development**” modules that explain the course administrative functions and walk teachers through each aspect of the course.



Course Home Page

From a course home page, you have access to the individual chapters in the main content area. Click on a chapter heading to access the lessons, activities, quizzes, and tests for that chapter.

Chapter One: Fundamentals of Computer Hardware

Welcome to the Digital Savvy course! In this first chapter, you will learn about the different types of computers and the hardware components that make up most computers.

Files: 20 Quizzes: 5 Assignment: 1

Chapter Two: Fundamentals of Computer Software

Software is the programs and applications that run on a computer. In this chapter, we will explore some common categories of software, web browsers and new types of applications.

Files: 23 Quizzes: 6 Assignment: 1

Chapter Three: Operating Systems

An operating system (OS) is a collection of software components that works with computer hardware and allows applications to run on the computer. Operating systems are found on many computing devices, including smart phones, video game consoles, tablets, laptop and desktop computers, web servers and supercomputers.

Files: 15 Quizzes: 4 Assignment: 1

Chapter Four: Computer Files

Chapter Page

Each chapter generally has 3 or more lessons arranged top-to-bottom. Each lesson will have a “Lesson Video”, “Lesson Text”, and “Lesson Quiz” buttons for the student. Teachers will also have “Teacher Guide” and “Quiz Answer Key” buttons.

◀ Chapter Three: Operating Systems

Chapter Five: Computer Maintenance and Troubleshooting ▶

Chapter Four: Computer Files

As you use applications to do work on your computer, the resulting data is stored in files. A file might contain a document, picture, spreadsheet, executable program, source code, or any other block of data that you want to save for future use.

Lesson One: Understanding Files and Folders



Lesson
Video



Lesson
Text



Lesson
Quiz



Teacher Guide



Quiz Answer Key

Lesson Two: Managing Files on Your Computer

Lesson Videos

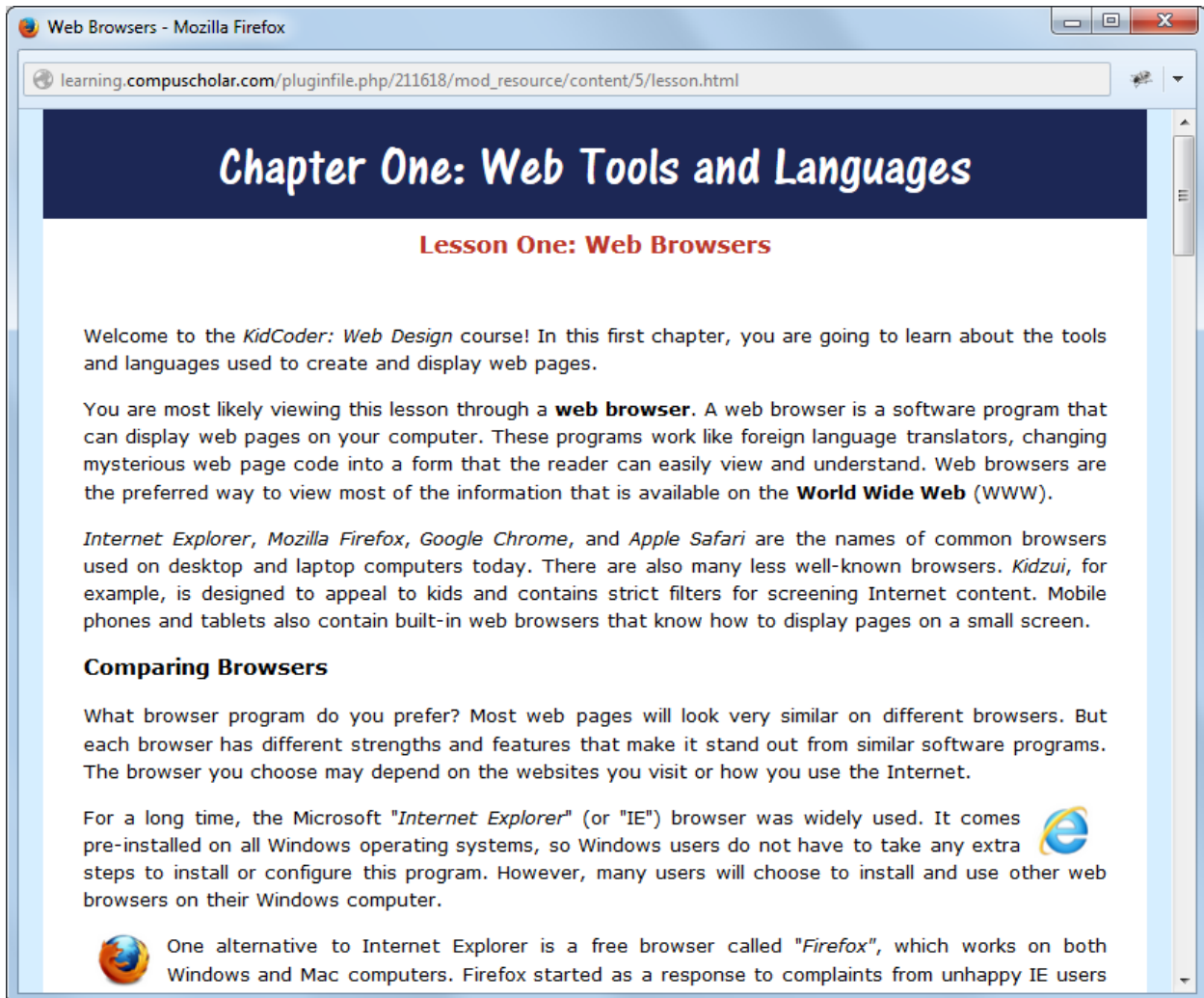
Lesson videos are multi-media alternatives to the lesson text. They are optional and do not introduce new concepts, but audio-visual students may find them to be a useful introduction to and re-enforcement of the lesson text.

The videos should play in any HTML5-compliant web browser. When you click on the "Lesson Video" button, a pop-up or tab window will contain the streaming video. The video is animated and narrated, and can be controlled with the slider bar and buttons at the bottom of the screen. Simply close the window or tab when finished.



Lesson Text

The "Lesson Text" button will launch the reading material for the lesson in HTML format. The lesson text contains the full detailed explanations and examples for each concept. The Lesson Text is required reading. Simply scroll down to read the full text and close the pop-up window or tab when finished.



The screenshot shows a Mozilla Firefox browser window with the title "Web Browsers - Mozilla Firefox". The address bar shows the URL: learning.compuscholar.com/pluginfile.php/211618/mod_resource/content/5/lesson.html. The page content includes:

Chapter One: Web Tools and Languages

Lesson One: Web Browsers


Welcome to the *KidCoder: Web Design* course! In this first chapter, you are going to learn about the tools and languages used to create and display web pages.


You are most likely viewing this lesson through a **web browser**. A web browser is a software program that can display web pages on your computer. These programs work like foreign language translators, changing mysterious web page code into a form that the reader can easily view and understand. Web browsers are the preferred way to view most of the information that is available on the **World Wide Web** (WWW).

Internet Explorer, Mozilla Firefox, Google Chrome, and Apple Safari are the names of common browsers used on desktop and laptop computers today. There are also many less well-known browsers. *Kidzui*, for example, is designed to appeal to kids and contains strict filters for screening Internet content. Mobile phones and tablets also contain built-in web browsers that know how to display pages on a small screen.

Comparing Browsers

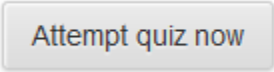
What browser program do you prefer? Most web pages will look very similar on different browsers. But each browser has different strengths and features that make it stand out from similar software programs. The browser you choose may depend on the websites you visit or how you use the Internet.

For a long time, the Microsoft "*Internet Explorer*" (or "IE") browser was widely used. It comes pre-installed on all Windows operating systems, so Windows users do not have to take any extra steps to install or configure this program. However, many users will choose to install and use other web browsers on their Windows computer. 

 One alternative to Internet Explorer is a free browser called "*Firefox*", which works on both Windows and Mac computers. Firefox started as a response to complaints from unhappy IE users

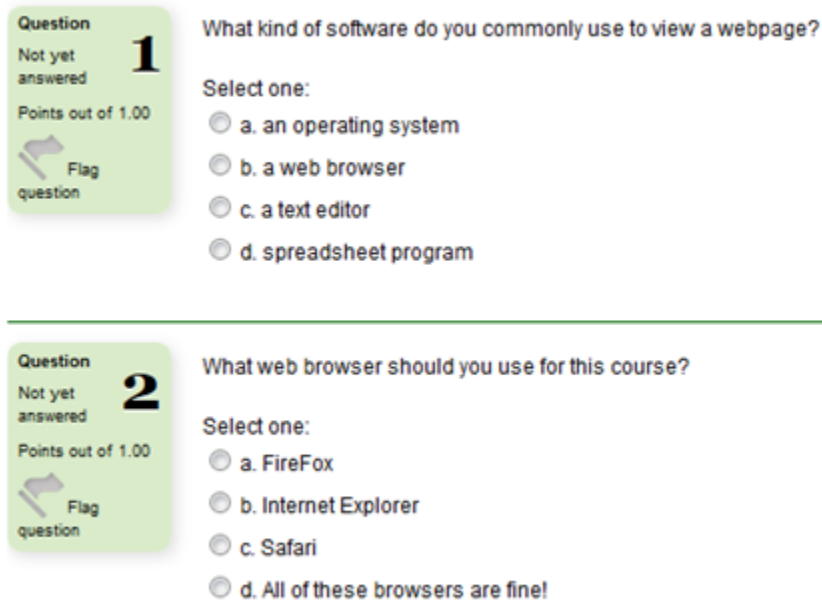
Lesson Quizzes

Lesson quizzes are generally 5-question multiple choice or similar questions designed to assess the student's understanding of the just-completed lesson. After clicking on "Lesson Quiz" you will be taken to a screen where you can launch the quiz with a button similar to the one shown to the right.



Attempt quiz now

You will then be presented with the quiz questions:



The screenshot shows two quiz questions. Each question is presented in a light green box on the left with a question number, status, and points, followed by the question text and a list of multiple-choice options on the right.

Question 1
Not yet answered
Points out of 1.00
Flag question

What kind of software do you commonly use to view a webpage?

Select one:

- a. an operating system
- b. a web browser
- c. a text editor
- d. spreadsheet program

Question 2
Not yet answered
Points out of 1.00
Flag question

What web browser should you use for this course?

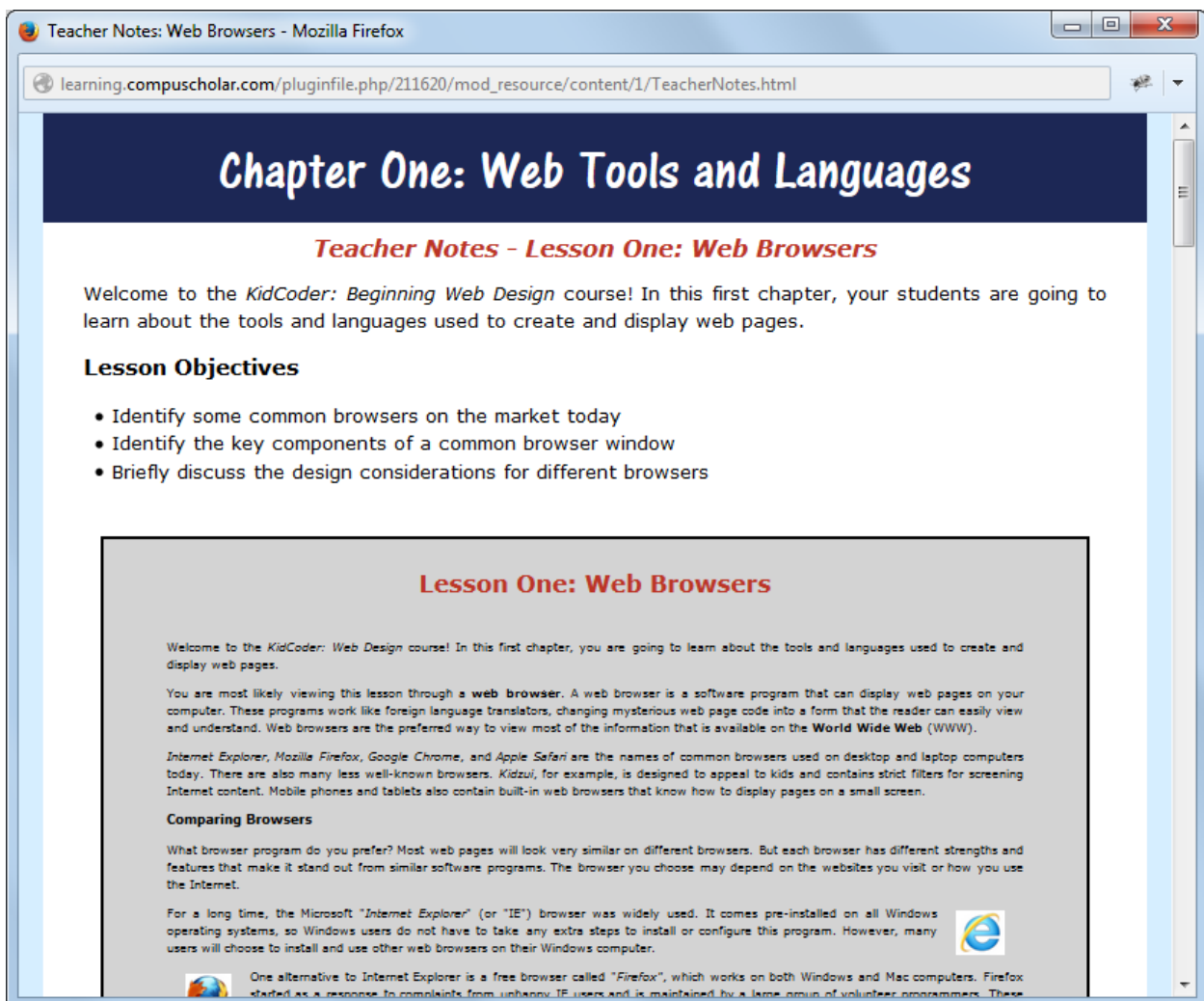
Select one:

- a. FireFox
- b. Internet Explorer
- c. Safari
- d. All of these browsers are fine!

You can scroll down to the bottom and click the "Next" button to see a summary of answers and submit for grading. When all questions have been answered, click on "Submit all and finish" to complete the quiz.

Teacher Guide

The “Teacher Guide” button is visible only to teachers, and leads to a HTML page containing lesson objectives, suggested classroom discussion questions, and other guidance on conducting the lesson.



Teacher Notes: Web Browsers - Mozilla Firefox

learning.compuscholar.com/pluginfile.php/211620/mod_resource/content/1/TeacherNotes.html

Chapter One: Web Tools and Languages

Teacher Notes - Lesson One: Web Browsers

Welcome to the *KidCoder: Beginning Web Design* course! In this first chapter, your students are going to learn about the tools and languages used to create and display web pages.

Lesson Objectives

- Identify some common browsers on the market today
- Identify the key components of a common browser window
- Briefly discuss the design considerations for different browsers

Lesson One: Web Browsers

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One alternative to Internet Explorer is a free browser called “*Firefox*”, which works on both Windows and Mac computers. Firefox started as a response to complaints from unhappy IE users and is maintained by a large group of volunteer programmers. These

Activities

Each chapter contains one or more Activities that provide students with hands-on opportunities to exercise their newly learned skills by completing a project. The Activity blocks have an “Activity Instructions” and “Submit Activity” button for the students and an “Activity Solution Guide” for the teacher. Some activities also have an “Activity Files” button which contains material the student should download in order to get started.

Chapter One Activity: Secret Message Hunt



Activity
Instructions



Activity
Files



Submit
Activity



Activity Solution Guide

Chapter One Exam



Chapter
Exam



Test Answer Key

At the end of every chapter you will also have a Chapter Test, similar in format to the lesson quizzes. The teacher is provided with a Test Answer Key, which again has the same PDF question and answer-key format as the quizzes.

Activity Instructions

Activities form the heart of the student's hands-on learning experience. Students can access the activity HTML description by clicking on the "Activities Instruction" button.

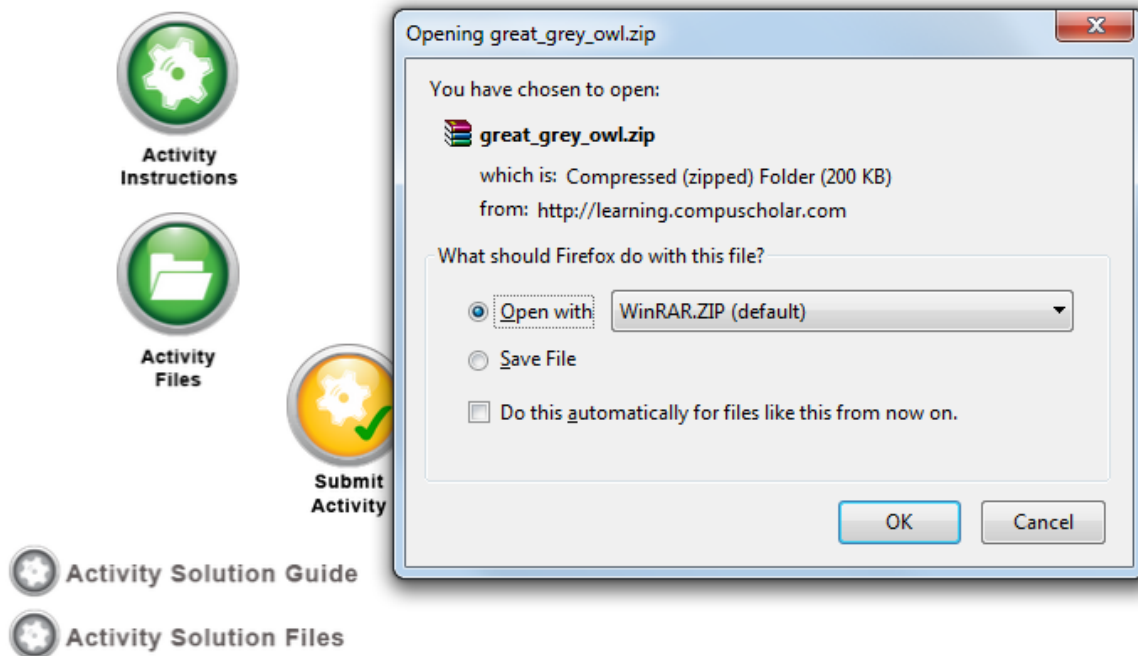


The screenshot shows a Mozilla Firefox browser window with the title "Activity: Secret Message Hunt - Mozilla Firefox". The address bar contains the URL "learning.compuscholar.com/pluginfile.php/211638/mod_resource/content/3/activity.html". The main content area features a dark blue header with the text "Chapter One: Web Tools and Languages" in white. Below this is a red heading "Your Turn Activity: Secret Message Hunt". The text explains that the activity involves viewing HTML code and searching for hidden messages. A section titled "How to Complete This Activity" includes a numbered list: "1. In your Activity section, you should see a link to 'Activity Files' Follow that shortcut now to view the a mini-web page in your web browser." Below the text is a preview of a mini-web page titled "My New Puppies" with a navigation menu (Home, Puppy Stuff, Puppies At Play), a heading "Here are my new puppies!", and a paragraph about finding two puppies on New Year's Day. A photo of two puppies is shown, and the text below it says "We decided to name the one on the left Hunter and the one on the right Shadow. I can't wait to play with the".

Activity Files

Some activities provide starter files for the student or solution files for the teacher. Most files are provided within ZIPs. Clicking on the “Activity Files” button will display a download pop-up, the details of which will vary depending on your operating system, web browser, and ZIP software.

Activity One: Cropping and Re-Sizing the Great Owl



Activity Instructions

Activity Files

Submit Activity

Activity Solution Guide

Activity Solution Files

Opening great_grey_owl.zip

You have chosen to open:

great_grey_owl.zip

which is: Compressed (zipped) Folder (200 KB)
from: <http://learning.compuscholar.com>

What should Firefox do with this file?

Open with: WinRAR.ZIP (default)

Save File

Do this automatically for files like this from now on.

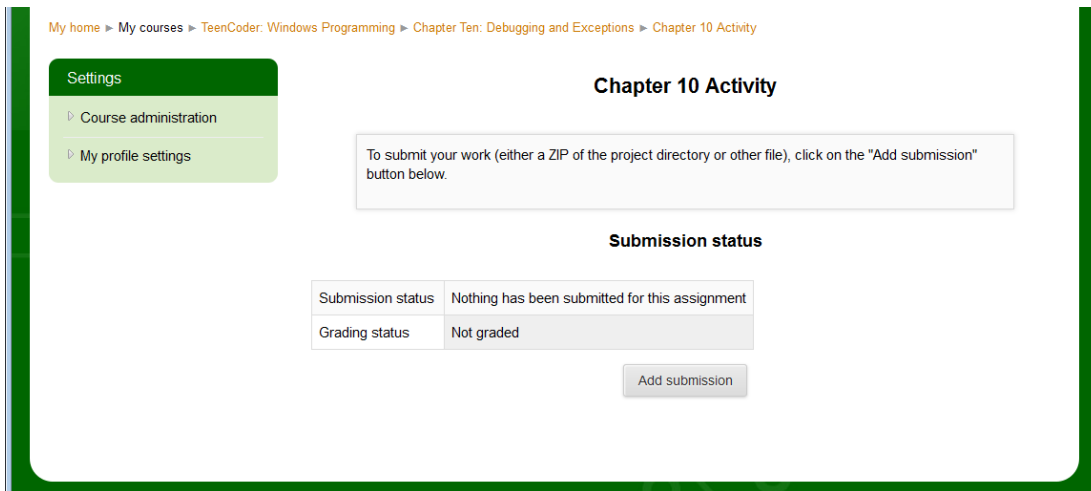
OK Cancel

The student ZIP file contains starting material the student will use locally to complete an activity or project. The student should save the file locally and un-zip it to their working area on their computer in order to get started on the activity.

The teachers' solution ZIP files contain a fully coded example of how students can meet the activity requirements.

Submit Activity

Student work is typically bundled into a ZIP on the local computer and uploaded for teacher review. This can be accomplished by clicking on the "Submit Activity" button and then click "Add Submission".



My home > My courses > TeenCoder: Windows Programming > Chapter Ten: Debugging and Exceptions > Chapter 10 Activity

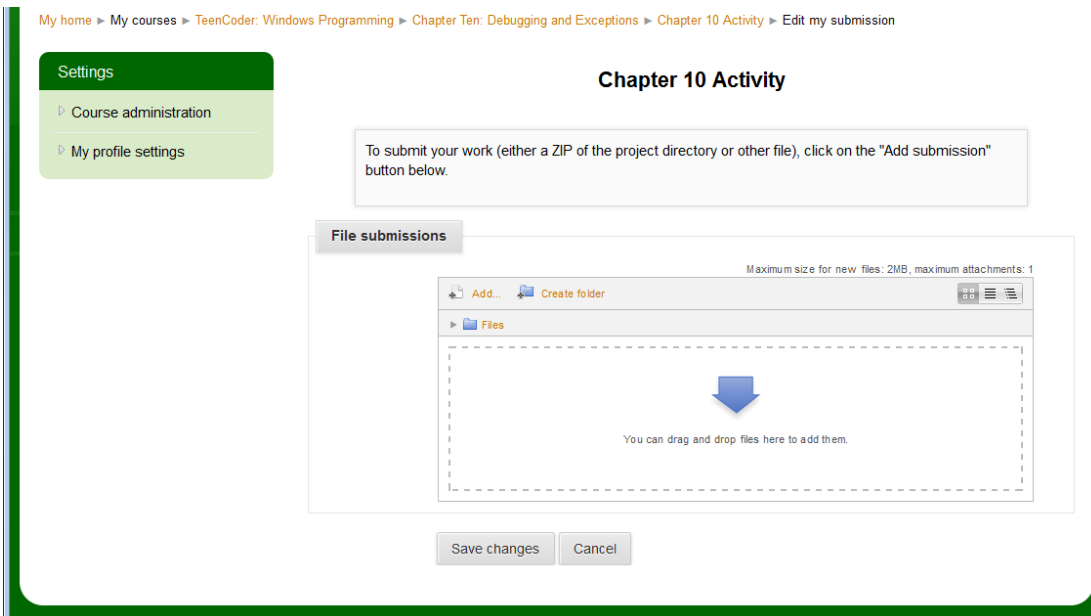
Chapter 10 Activity

To submit your work (either a ZIP of the project directory or other file), click on the "Add submission" button below.

Submission status

Submission status	Nothing has been submitted for this assignment
Grading status	Not graded

Add submission



My home > My courses > TeenCoder: Windows Programming > Chapter Ten: Debugging and Exceptions > Chapter 10 Activity > Edit my submission

Chapter 10 Activity

To submit your work (either a ZIP of the project directory or other file), click on the "Add submission" button below.

File submissions

Maximum size for new files: 2MB, maximum attachments: 1

Add... Create folder

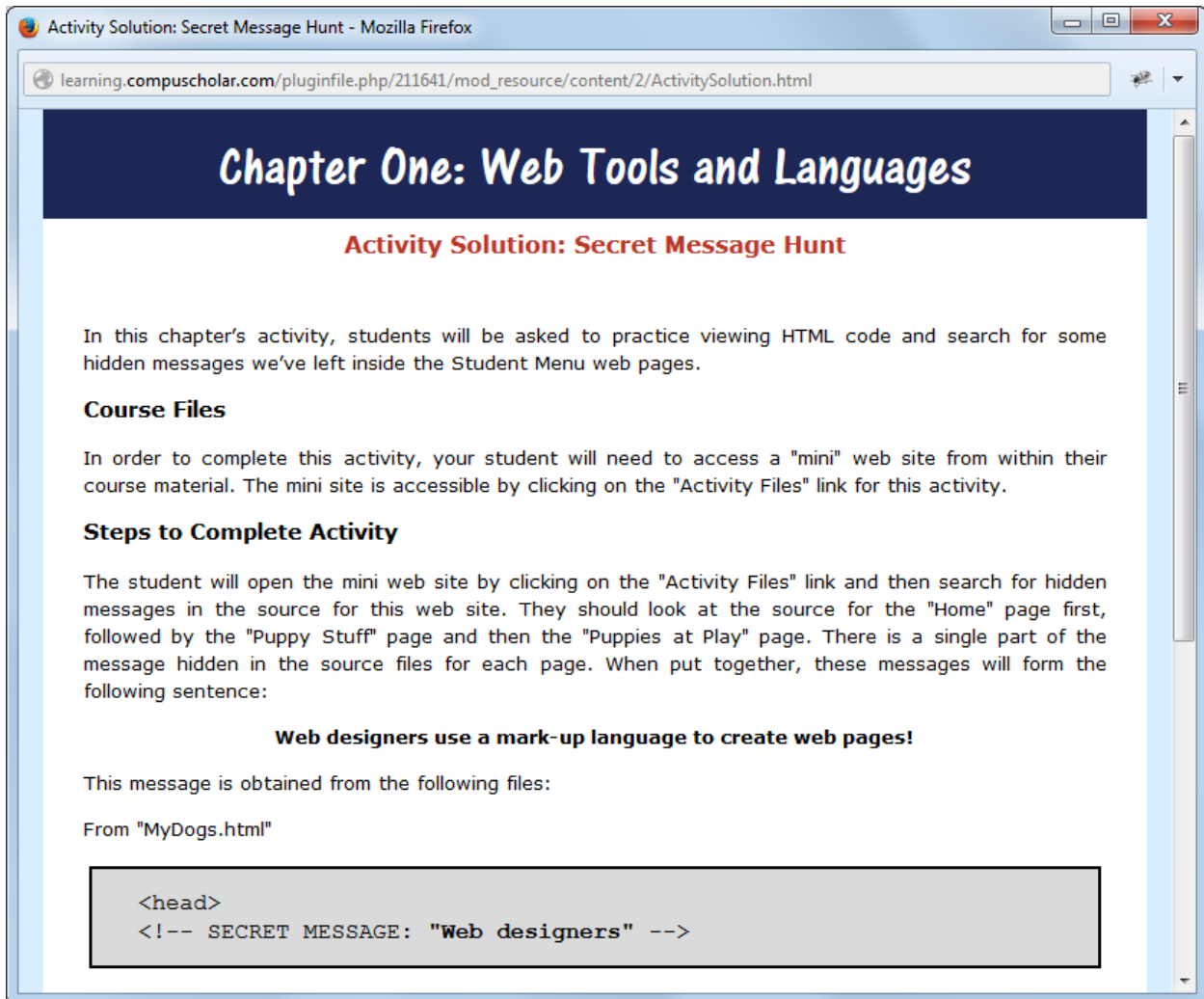
Files

You can drag and drop files here to add them.

Save changes Cancel

Activity Solution Guide

The teacher's "Activity Solution Guide" button will launch an HTML description of the activity solution, which contains fully coded answers for the activity.



Activity Solution: Secret Message Hunt - Mozilla Firefox

learning.compuscholar.com/pluginfile.php/211641/mod_resource/content/2/ActivitySolution.html

Chapter One: Web Tools and Languages

Activity Solution: Secret Message Hunt

In this chapter's activity, students will be asked to practice viewing HTML code and search for some hidden messages we've left inside the Student Menu web pages.

Course Files

In order to complete this activity, your student will need to access a "mini" web site from within their course material. The mini site is accessible by clicking on the "Activity Files" link for this activity.

Steps to Complete Activity

The student will open the mini web site by clicking on the "Activity Files" link and then search for hidden messages in the source for this web site. They should look at the source for the "Home" page first, followed by the "Puppy Stuff" page and then the "Puppies at Play" page. There is a single part of the message hidden in the source files for each page. When put together, these messages will form the following sentence:

Web designers use a mark-up language to create web pages!

This message is obtained from the following files:

From "MyDogs.html"

```
<head>
<!-- SECRET MESSAGE: "Web designers" -->
```