ACES
Computer Science Pathway

What is the Computer Science Pathway?

A pathway for students to take that gives them access to an assortment of opportunities in the world of engineering.
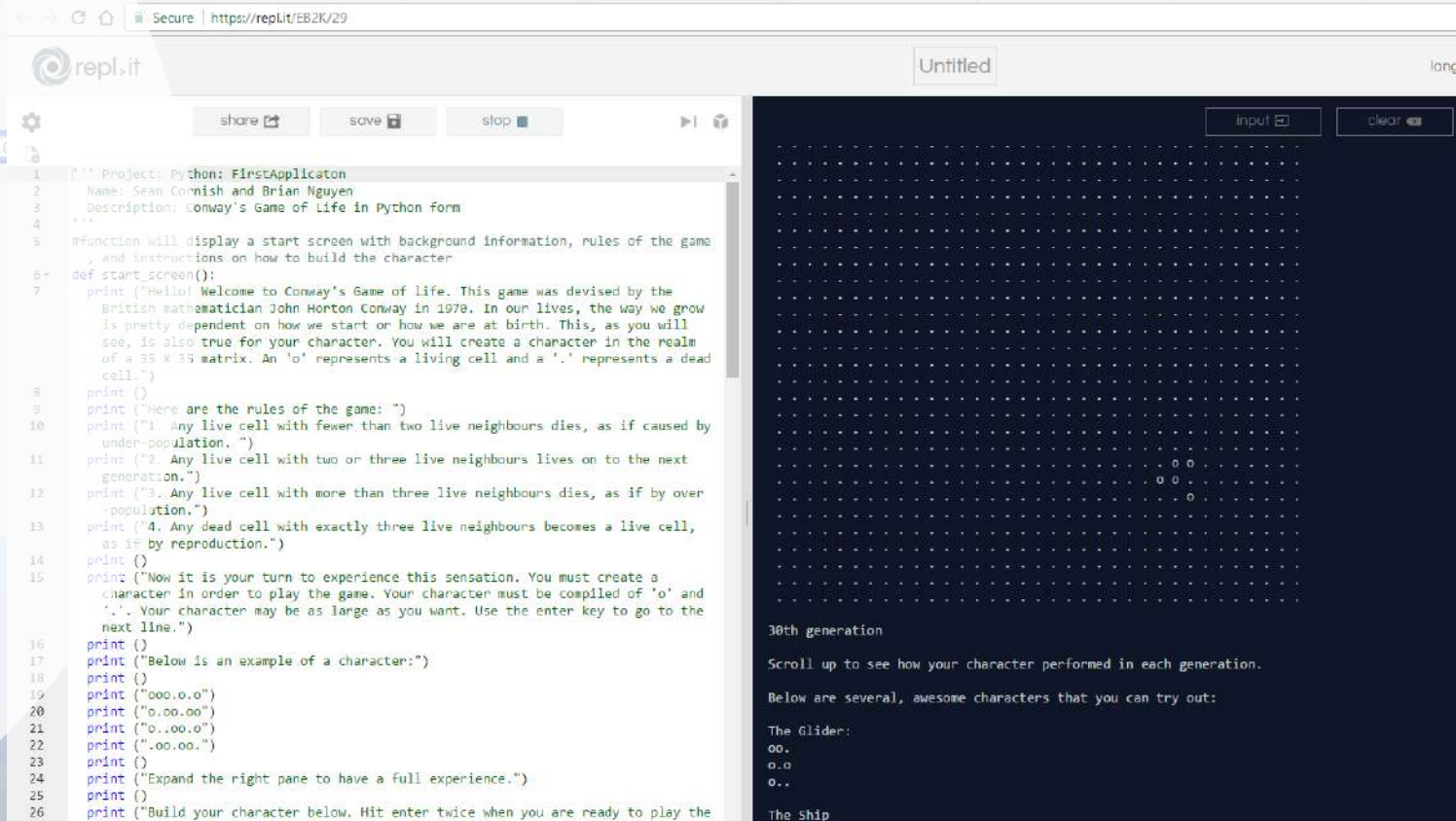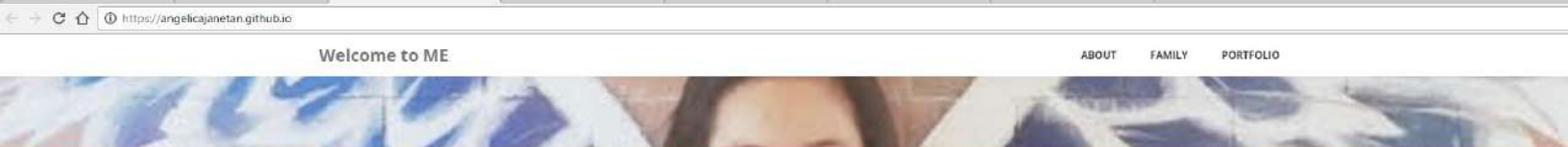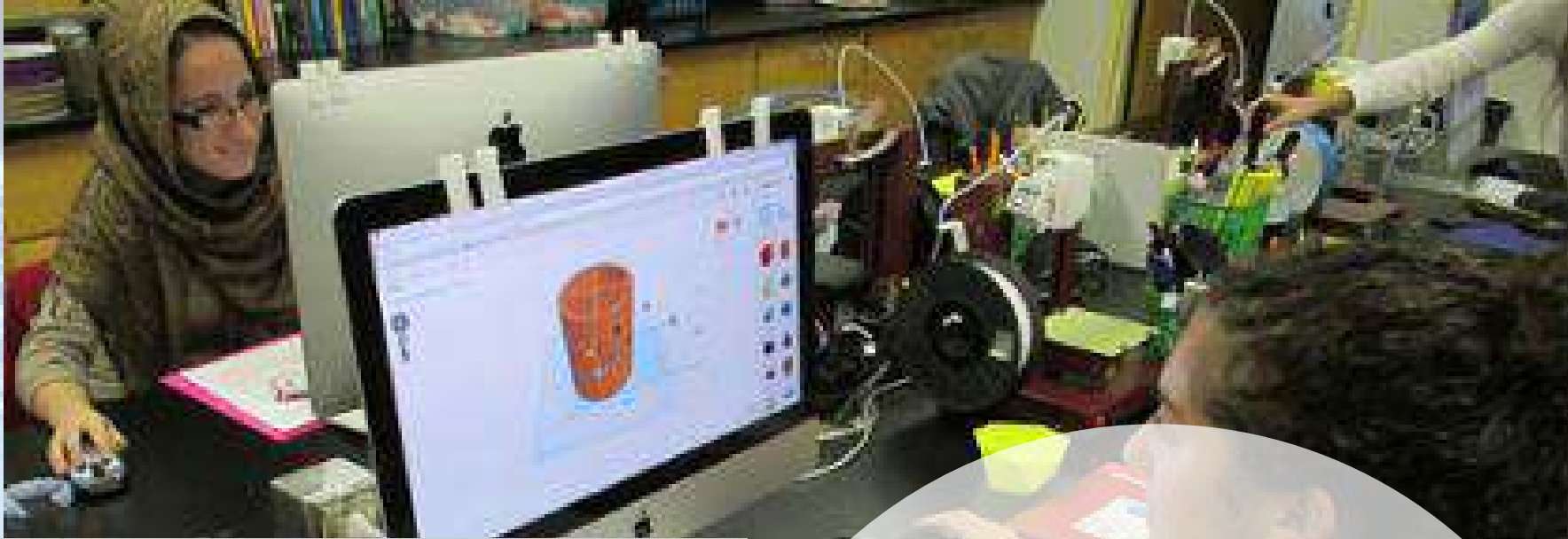
Program Features

- UC approved courses

- AP/PLTW recognition

- Project based learning

- College credit based on EoC or AP exams

- College Recognition

- Interdisciplinary projects

Real World Applications

- Apply computer science and programming to real world situations
- Design computer applications and websites

Project Based Learning

- Students learn computer science concepts through hands-on projects

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ACES Core Courses:

Intro to Computer Science (Year 1): Students will learn basic programming to create apps and develop websites, and learn how to make computers work together to put their design into practice.

AP Computer Science Principles (APCSP, Year 2) An overview for beginners that explores fundamental areas of CS: game design, simulation, programming, data science, cybersecurity, the web, and mobile program design. Can receive college credit with an AP exam score of 3 or better.

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AP Computer Science Applications (APCSA, Year 3): Students learn to code in Java, master advanced algorithms, and will develop their own apps as a CS capstone. College credit upon passage of the AP exam with a 3 or better.

Computer Science Enrichment (Year 4): Students will take an enrichment class (TBD) to apply the professional skills they have developed to enrich their understanding of computer science and programming.