

## Scope and Sequence

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<b>Chapter 1: Introduction to Computers</b>	
<b>Lesson</b>	<b>Overview</b>
1	A Little Bit About Computers
2	Computer Hardware
3	Computer Software
4	Programming Languages
<b>Your Turn! Activity</b>	<i>Install the Visual Basic Express Edition software on your computer.</i>

<b>Chapter 2: Get Your Feet Wet</b>	
<b>Lesson</b>	<b>Overview</b>
1	Introducing Visual Basic
2	Visual Basic Development Environment
3	Your First Program
<b>Your Turn! Activity</b>	<i>Hello, Again</i>

<b>Chapter 3: Exploring Visual Basic Programs</b>	
<b>Lesson</b>	<b>Overview</b>
1	Common Graphical Elements
2	Visual Basic Syntax
3	Responding to Button Clicks
<b>Your Turn! Activity:</b>	<i>A Personal Message</i>

<b>Chapter 4: Data Types and Variables</b>	
<b>Lesson</b>	<b>Overview</b>
1	Data Types
2	Variables
3	Using Data in Forms
<b>Your Turn! Activity</b>	<i>Various Variables</i>

<b>Chapter 5: Basic Flow Control</b>	
<b>Lesson</b>	<b>Overview</b>
1	Expressions and Operators
2	The “IF” Statement
3	Using the “IF” Statement
<b>Your Turn! Activity</b>	<i>Weekend Dreaming</i>

<b>Chapter 6: Getting User Input</b>	
<b>Lesson</b>	<b>Overview</b>
1	InputBoxes
2	Getting User Input from Forms
3	Validating User Input
<b>Your Turn! Activity</b>	<i>Enter Your Name, Please</i>

<b>Chapter 7: Working with Numbers</b>	
<b>Lesson</b>	<b>Overview</b>
1	Converting Between Numbers and Strings
2	Math Operators (+, -, /, *) and Common Functions
3	Using Math in Programs
<b>Your Turn! Activity</b>	<i>Multiply and Divide</i>

<b>Chapter 8: Working With Strings</b>	
<b>Lesson</b>	<b>Overview</b>
1	Storing Strings
2	String Manipulations
3	Using Strings in a Program
<b>Your Turn! Activity</b>	<i>Squirrely Strings</i>

<b>Chapter 9: Using the Debugger</b>	
<b>Lesson</b>	<b>Overview</b>
1	Debugger Concepts
2	Stepping Through a Program in the Debugger
<b>Your Turn! Activity</b>	<i>Strings in Motion</i>

<b>Chapter 10: Loops in Programs</b>	
<b>Lesson</b>	<b>Overview</b>
1	For Loops
2	While Loops and Do-While Loops
3	Using Loops in a Program
<b>Your Turn! Activity</b>	<i>Getting Loopy</i>

<b>Chapter 11: Functions</b>	
<b>Lesson</b>	<b>Overview</b>
1	Writing Subs and Functions
2	Parameters for Subs and Functions
3	Calling Subs and Functions
4	Writing Our Own Function
<b>Your Turn! Activity</b>	<i>Circle Area Function</i>

<b>Chapter 12: Putting It All Together</b>	
<b>Lesson</b>	<b>Overview</b>
1	Understanding Screen Coordinates
2	Starting Your Game
3	Using the Timer Control to Animate the Screen
4	Hitting or Missing the Ball
5	Final Touches
<b>Your Turn! Activity</b>	<i>Double Your Trouble</i>

## Chapter Notes, Tests, and Activity Solutions

The next chapters contain teaching notes, activity solutions and tests with answer keys for each student textbook chapter. The teaching notes contain a brief paragraph about each lesson. The tests and answer keys are arranged on separate pages so you can duplicate or extract just the test page for your student. The activity solutions are briefly described and you will find the complete solution code on the Teacher's Disc. You can open the project solution provided on the disc using Visual Basic Express Edition to let you easily browse through the solution source files. This is how your student will be managing his or her source code, so you may be familiar with the basic development environment. You can also choose to review any source file in a normal text editor if you do not have the development environment installed on the teacher's computer.

Test questions are free-form answers, not multiple-choice. In most cases the answers are derived from the student text and are listed in the answer key. However some questions may ask the student to be creative and you may use your judgment evaluating the answer.