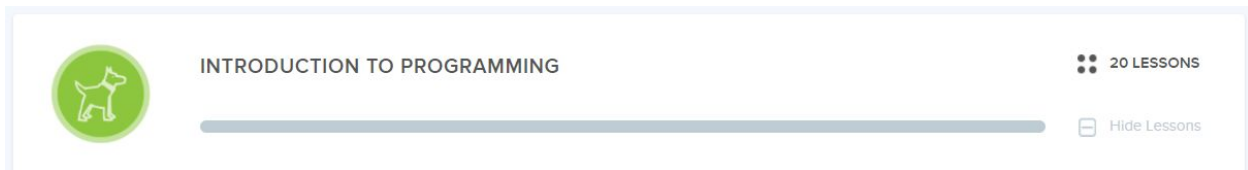


Welcome to AP Computer Science Principles!

Please go to codehs.com/go/EF476 and create a student account with the class code EF476. Your summer assignment is to complete the Introduction to Programming with Karel the Dog. You'll learn how to start coding and have some fun with the challenges. You'll earn points in class based on how far you got. If you get stuck or can't complete a few parts, bring those questions to class in the fall and we'll figure them out. If you happen to be awesome at this and you finish the Introduction with Karel, keep going into the other sections. Good luck and I can't wait to see you in August!

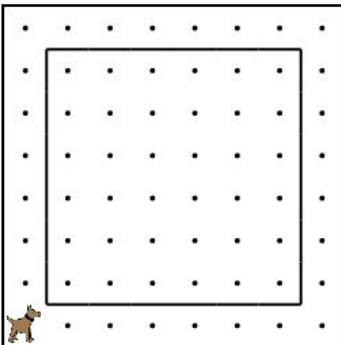
Mr. Rosenthal



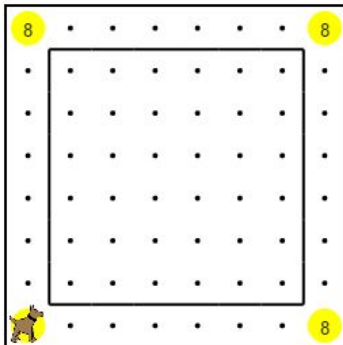
The screenshot shows the course header for 'INTRODUCTION TO PROGRAMMING' on CodeHS. On the left is a green circular icon with a white dog silhouette. To its right, the text 'INTRODUCTION TO PROGRAMMING' is displayed. Further right, there are two icons: a grid of four dots followed by '20 LESSONS', and a document icon followed by 'Hide Lessons'. A horizontal progress bar is located below the course title.

Racing Karel

Starting World

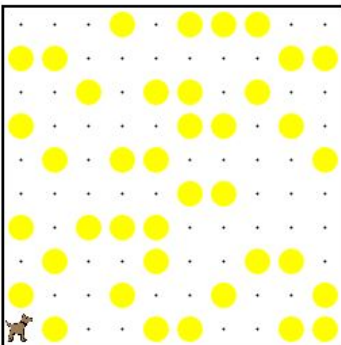


Ending World



Super Cleanup Karel

Starting World



Ending World

