LEARN TO PROGRAM WITH VISUAL BASIC DATABASES

TEACHER'S MANUAL

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The Puritans' Home School Curriculum www.puritans.net

LEARN TO PROGRAM WITH VISUAL BASIC DATABASES COURSE INSTRUCTIONS

Purpose

This course provides additional instruction in computer programming using John Smiley's book *Learn to Program Databases with Visual Basic 6*, as well as Mr. Smiley's book *Learn to Program with Visual Basic Examples*. These books are available at various internet bookstores.

Prerequisite

Before taking this course it is necessary that students have completed the introductory course in computer programming using John Smiley's book *Learn to Program with Visual Basic 6*. Both *Learn to Program with Visual Basic 6* and *Learn to Program Databases with Visual Basic 6* center around a China Shop project, with the latter book being a continuation of the project from the former book.

Coursework

This course consists of 2 parts:

- ➤ Working on the China Shop project as one reads through each chapter in the book Learn to Program Databases with Visual Basic 6. As the student completes and any China Shop project work associated with it, he should indicate completion on the Chapter Check-Off List for the Book Learn to Program Databases w. Visual Basic 6 on the Course Check-Off List page.
- ➤ Doing a computer project from start to finish which incorporates an Access database (as taught in the book *Learn to Program Databases with Visual Basic 6*), as well as incorporating at least one element taught in each chapter of the book *Learn to Program with Visual Basic Examples*. This project should be mutually agreed upon by the student and teacher. Some possible projects include:
 - A program which tests a student on his foreign language coursework, or coursework in another subject
 - A program which provides a daily food schedule for a family, the ingredients for each meal, and a grocery list based upon ingredients required Students should record a description of their project, as well as elements incorporated from the book *Learn to Program with Visual Basic Examples*, on the Course Check-Off List page.

Grading

Scores and grades for the course should be recorded by the teacher on the Course Check-Off List page. The teacher should assign each student with a score on how well the student completed the China Shop project, and the teacher should assign each student with a score on how well the student prepared his own project. For the determination of the overall course grade, the former has a 30% weighting, and the latter has a 70% weighting.

LEARN TO PROGRAM WITH VISUAL BASIC DATABASES COURSE CHECK-OFF LIST

Student Name:

Chapter #	CHAPTER READ AND CHINA SHOP PROJECT WORK PERFORMED (X)	SCORE (ON 100-POINT SCALE)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
tal of Scores of	n 10 Chapters	
erage Chapter	Score (Total of Scores/10)	

Elements from Learn to Program with Visual Basic Examples Incorporated in Project

Chapter #	DESCRIPTION OF ELEMENT INCORPORATED
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Course Grade Calculation Table

Course Components	Grade	Weight	Weighted
			Average
Chapter Work in Learn to Program		30%	
Databases w. Visual Basic 6			
Student-Selected Computer Project		70%	
Course Grade on 100-F			

Letter Grade on Course, converted from the Course Grade on 100-Point Scale*

^{*} Grading in this course should be done on a 100-point scale, with letter grades assigned as follows:

Letter Grade	Score on 100-Point Scale
A+	97 - 100
A	94 - 96
A-	90 – 93
B+	87 - 89
В	84 - 86
B-	80 - 83
C+	77 - 79
С	74 - 76
C-	70 - 73
D	60 - 69
F	0 - 59