# LEARN TO <br> PROGRAM WITH VISUAL BASIC EXAMPLES 

## TEACHER'S MANUAL

J. Parnell McCarter
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6408 Wrenwood
Jenison, MI 49428
(616) 457-8095

## The Puritans' Home School Curriculum www.puritans.net

# LEARN TO PROGRAM WITH VISUAL BASIC EXAMPLES COURSE INSTRUCTIONS 

## Purpose

This course provides additional instruction in computer programming using John Smiley's book Learn to Program with Visual Basic Examples, which is available in various internet bookstores.

## Course Check-Off List

Students should record when they have completed the work associated with each chapter in the book Learn to Program with Visual Basic Examples. The teacher will then grade the work and record the grade on the check list.

## Chapter Work

Each student should come up with a course project of his own choice. Two examples include:
$>$ A program which tests a student on his foreign language coursework
$>$ A program provides a daily food schedule for a family, the ingredients for each meal, and a grocery list based upon ingredients required

Students should read each chapter in the book Learn to Program with Visual Basic Examples. As the student reads each chapter, he must make sure to identify each element being taught in the chapter, record it on a Chapter Incorporation List, incorporate each element covered in his computer project, and record on the Chapter Incorporation List how the element was incorporated in the project.

## Grading

The average grade of the work associated with each chapter should be calculated in order to determine the overall grade for the course.

## LEARN TO PROGRAM WITH VISUAL BASIC EXAMPLES COURSE CHECK-OFF LIST

Student Name: $\qquad$
Teacher Name: $\qquad$
Course Project: $\qquad$

| Chapter \# | CHAPTER WORK <br> COMPLETED (X) | EXERCISE SCORE <br> (ON 100-POINT SCALE) |
| :---: | :---: | :---: |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |
| 9 |  |  |
| 10 |  |  |
| 11 |  |  |
| 12 |  |  |
| 13 |  |  |
| 14 |  |  |
| 15 |  |  |
| Total of Scores on 15 Chapters |  |  |
| Average Chapter Score (Total of Scores/15) |  |  |

Overall Grade in Course (Letter Grade Equivalent of the Average Test Score): $\qquad$

Note: 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 + | $87-89$ |
| B | $84-86$ |
| B- | $80-83$ |
| C + | $77-79$ |
| C | $74-76$ |
| C- | $70-73$ |
| D | $60-69$ |
| F | $0-59$ |

In order to determine how many points each question in a chapter test is worth, divide 100 by the number of questions in the test. For example, if there are 10 questions in a test, then each question is worth 10 points $(=100 / 10)$. So if a student got 9 out of the 10 questions right, then his test score is $90(=9 \times 10)$. His letter grade, according to the table above, would then be an A-

## LEARN TO PROGRAM WITH VISUAL BASIC EXAMPLES CHAPTER INCORPORATION LIST

Student Name:
Chapter \#: $\qquad$

| Elements Covered in Chapter | How Incorporated in Project |
| :---: | :---: |
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