

Computer Science Employment Standard

Background

Teachers without the K-12 computer science endorsement (173) can qualify to teach identified early postsecondary opportunities (EPSOs) and/or career and technical education (CTE) computer science related courses by obtaining the computer science employment standard. The computer science employment standard is achieved by completing the state sponsored middle and/or high school [CODE.org](#) trainings. Participation in the [CODE.org](#) *Computer Science Discoveries* and/or *Advanced Placement (AP) Computer Science Principles* trainings will be determined by submission of an application on a first-come, first-served basis.

Educators who completed this training on or after **June 1, 2017** will qualify for an employment standard that would permit them to teach the following courses:

- AP Computer Science Principles (G02H44)
- Computer Science (6-8) (G25X40)
- Computer Science; Flexible Scheduling (6-8) (G25X41)
- Computer Science Foundations (C10H11)
- Coding I (C10H14)
- Coding II (C10H15)
- Mobile App Development (C10H22)
- Coding Practicum (C10H08)
- AP Computer Science A (G02H45)
- Web Design Foundations (C10H16)
- Web Site Development (C10H17)
- Web Design Practicum (C10H18)
- Cybersecurity I (C10H19)
- Cybersecurity II (C10H20)
- Cybersecurity Practicum (C10H21)

Employment Standard Requirements

Professional Development 1: Computer Science Discoveries – a full year introductory computer science survey course (can be implemented as two standalone semesters) targeted at upper middle school and lower high school. The course takes a wide lens on computer science by covering topics such as programming, physical computing, HTML/CSS, and data. Students are empowered to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun.

Professional Development 2: Advanced Placement Computer Science Principles – introduces students to the foundational concepts of computer science and challenges them to explore how computing and technology can

impact the world. With a unique focus on creative problem solving and real-world applications, AP Computer Science Principles prepares students for college and career. Whether it's 3-D animation, engineering, music, app development, medicine, visual design, robotics, or political analysis, computer science is the engine that powers the technology, productivity, and innovation that drive the world.

Year-Long Model:

- Five day immersive training
- Quarter 1, fall semester (one-day)
- Quarter 2, fall semester (one-day)
- Quarter 3, spring semester (one-day)
- Quarter 4, spring semester (one-day)

Verification Process

Once the educator completes all required trainings, a list will be submitted to the office of educator licensure and preparation and the proper endorsement will be added to the prospective licenses.

Questions

With questions about the CODE.org trainings, please contact Deborah Knoll, director of K-12 programs and STEM Initiatives, at Deborah.Knoll@tn.gov. With questions about the endorsement, please contact the office of educator licensure and preparation at Educator.Licensure@tn.gov.

