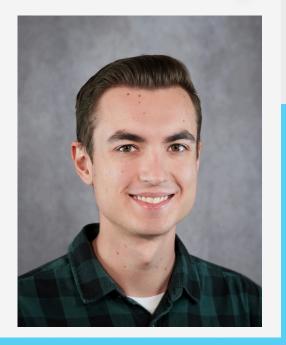# AP For-Credit Courses

Teacher

AP COMPUTER SCIENCE PRINCIPLES

FALL: 9/2/25 – 12/19/25
SPRING: 1/5/26 – 5/1/26

AP COMPUTER SCIENCE PRINCIPLES
Tuesday, Friday
4– 6 PM

CHASE TAYLOR

- B.S. Computer Game Science, UC Irvine
- Former President of UCI Video Game Development Club (150+ members)
- Expertise in Game Development, Computer Science, and Student Mentorship

Mr. Taylor has years of experience in mentoring students in coding and curriculum design. He brings a deep passion for computer science and game development, and believes in inspiring students through creativity and hands-on projects. His students not only learn programming skills but also develop critical thinking, problem-solving, and innovative mindset essential for future tech careers.

- Investigate the foundational concepts of computing, from algorithms and programming to data representation and the societal impacts of technology. Learn to think like a computer scientist—breaking down problems, designing creative solutions, and analyzing efficiency.
- This course prepares you for the AP CSP exam while equipping you with transferable skills in innovation, collaboration, and digital literacy—key advantages in the rapidly evolving tech-driven world.

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