

March 24, 2006

To Whom It May Concern:

The key to success in Computer Science contests (as with any endeavor) is practice. The students need exposure to the same type of problems as they will see during competition. The creation of quality materials is time consuming. As a full time teacher I barely have time for my classes let alone my "extra" class which is our competition team.

This year we have used contest packets created by Stacey Armstrong at A+ Computer Science. I formed our students into teams and ran simulation contests. His packets include everything I need to run a contest. The problems were "just right" in difficulty and were varied in topic.

Our students improved with each packet. We placed 2nd at the TCEA Area Competition and placed in the top ten at the TCEA State Competition. Also, we placed 2nd in the state at the UIL 5A State Computer Science meet.

We could not have done any of this without his materials.

Sincerely,
Michael Coe
PSHS Computer Science
mcoe@pisd.edu