Introduction to Computing
Course Syllabus 2019-20

HO
OD

create

inspire

grow

Liberty High School

Course description:

This survey course is designed to offer students a hands-on introduction to computer science and the technologies that surrounds us every day. Students will learn about how computer technologies work and the ideas behind them. The course will cover topics such as computer graphics, robotics, algorithm, and artificial intelligence. The students will also learn to program and implement the ideas they have learned into projects.

Course purpose:

Using the Snap! Interface, students learn programming in a fun way by designing games and visual projects using loops, randomness, and control blocks. They get to understand foundational programming structures, coordinate system, sounds, mathematics, variables, and how to build their own blocks.

CTE Classroom:

In addition, Introduction to Computing is a Career and Technical Education course – so there are additional expectations. Notably, students are expected to treat the room as a professional workplace. This includes showing up with the intent to work, focused on learning, and treating everyone else in the workplace with respect. You'll be treated as adult learning how to act in a professional workplace.

Course learning outcomes:

Students who complete this course successfully will be able to:

- Think creatively, work creatively with others
- Reason effectively, use systems thinking, make decisions and solve problems
- Communicate clearly and collaborate with others
- Understand core principles of programing
- Be flexible
- Manage goals and time and work independently

Attendance:

This course contains in class project-based learning. Regular and punctual attendance will benefit students' learning and growth. It is vital that the students come to class on time, and ready to work. If you miss class, ask for missed assignments. You will be responsible for them. You have one day for every excused day you missed to take tests or turn in assignments. If you have extenuating circumstances, talk to me as promptly as possible.

PATRIOTS

Behavioral Expectations:

- Be present, on time, and prepared to begin work as soon as the bell rings each day.
- Be patient, courteous, and respectful of the educational needs of others.
- Follow safety rules and protocols.
- Leave all food, drinks, candy, and gum outside of the classroom especially the lab area.
- Be responsible for your contributions to your groups during this course. Not pulling your weight can result in removal from the group.
- Stay on task when using electronic devices. (No Games, No Personal Web Surfing)

  Violations of classroom, school, and district policies may require immediate parent contact and/or referral to school administration.

Professional Skill Development:

- Time Management - Students need to apply themselves on a daily basis.
- Personal Motivation - Actively seeking and taking part in any undertaking relating to the chosen skill area.
- Problem-Solving Ability - This course encourages and teaches students to problem solve and use critical thinking to solve problems.
- Reliability/Dependability - Demonstration by the student that he/she can be relied upon to do what is expected in class and in group work. This includes completing assignments on time and in a professional manner and working with their group partner.
- Ability to Work with Others- A variety of skills including teamwork are addressed. In this course students must work in groups on various tasks and projects for solving problems, generating ideas, stimulating critical thinking, etc. by spontaneous participation in discussion. Students will acquire strong teamwork and communication skills throughout this course.

Grading Policy:

Assessments – Tests/Quizzes . . . . . .20% of total grade
Assignments . . . . . .40% of total grade
Final Project . . . . . 30% of total grade
Class Participation (conduct, teamwork, punctuality, etc.) . . . . 10% of total grade

Disclaimer:

The instructor reserves the right to make modifications to this information throughout the semester.

Grading Scale:

A = 93 to 100%
A- = 90 to 92.9%
B+ = 87 to 89.9%
B = 83 to 86.9%
B- = 80 to 82.9%
C+ = 77 to 79.9%
C = 73 to 76.9%
C- = 70 to 72.9%
D+ = 67 to 69.9%
D = 60 to 66.9%
F = below 60%

ALL CALL FOR AFTER-SCHOOL FUN!:

Want to get more involved here at LHS? Consider joining one of our after school career/tech clubs. Try Technology Student Association or Robotics Club …Or here's an idea: Start your own club!

Schedule of Events

Unit 1 Introduction to Algorithms
Unit 2 Basics of Programming
Unit 3 Functions
Unit 4 Lists
Unit 5 Final Project

Introduction to Computing Course Syllabus Acknowledgement –

Please Return Parents/Guardians, thank you for taking the time to read the course syllabus, and thanks in advance for your support this year. If you have any questions or concerns, please don't hesitate to contact me by email or phone. I have read and understand the course expectations for Introduction to Computing. I agree that the guidelines set before me are clear and fair. I will do my best to be a productive and active member of this class.

Student Print Name: _____

Student Signature: _____ Date: _____

Parent(s)/Guardian(s) Signature: _____ Date: _____