Computer Science 1-2: Intro to CS
Woodrow Wilson High School
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<u>Required</u> <u>Materials,</u> <u>Bring</u> <u>to</u> <u>class</u> <u>every</u> <u>day:</u> CS Journal, USB Key

<u>Content</u>: The focus of this course is to develop student understanding of the following: How software is developed, hardware, HTML, elementary programming, networking concepts and other topics related to computer science.

<u>Textbook:</u> None

<u>Grading</u>:		<u>Grade Scale</u>:	
10%	Participation	90% - 100%	= A
90%	Journal/Classwork/Projects	80% - 89%	= B
		70% - 79%	= C
		60% - 69%	= D
		0% - 59%	= F

<u>Homework:</u> The bulk of the work in this course is to be completed during class time as it requires the use of a computer with specific software. Students will have occasional work outside of class and will have two significant projects during the course of the year. Students who would like assistance in setting up a development environment at home to have more time to work on their assignments should contact me and I will provide instructions on how to obtain free software to do so.

<u>Exams/Quizzes:</u> There are no exams for this course.

<u>Classroom Expectations:</u> In order to facilitate learning and sense-making, we will create a class environment that allows for and supports individual think time, small-group discussions, and equitable whole-class discussions. Such an environment cannot be created without your participation and engagement. You are expected to contribute your own ideas and explain your thinking and to listen attentively to others, with the aim of genuinely understanding their thinking. This means that each day a student needs to be:

➢ **Prompt** … tardiness is disruptive and wastes class time.
➢ **Prepared** … textbooks, supplies including pencil, paper and calculator are needed **daily.**
➢ **Polite** … pay attention to instruction, respect the rights and feelings of others, and maintain an supportive learning environment for everyone.
➢ **Productive** … use class time for class work, be on-task, participate in class.

In addition, this course requires self-discipline and self-motivation as many of the tasks are of a "work at your own pace" nature. There is a minimum requirement of work to be completed each week, but the expectation is that students will exceed this benchmark.

<u>CS Journal:</u> The CS Journal is a collection of the student's work in Computer Science that includes class notes, in class assignments/activities/work, homework and projects/papers. One purpose of the CS Journal is to provide the students with a resource that will allow them to reflect on the work they are doing and it will act as a reference for their assignments. Students are required to bring their CS Journals to

class *every day*. CS Journals will be collected from time to time and graded on: completeness, quality of work and organization.

Projects/Papers: There will be at least one project or paper assignment each unit. Students will have approximately 2-3 weeks to work on the projects in addition to their daily work. Specific details on the grading and nature of these assignments will be provided at the time the projects are assigned.

Office Hours: Students are encouraged to come see me for extra help. I am available most days before school (30min before 1st / 2nd Period) and after school until 4pm. If you need to arrange for extended help please contact me during class or through email so that we can schedule something that works.

Make up/Late Work Policy: Homework is assigned weekly and is due the following week; students with excused absences have an additional day for every day they have missed to make up the work. Late work will be accepted only during the grading period it was assigned (4.5 weeks marked by mid quarter/end of quarter grade reports), homework turned in late will receive a maximum score of 75%.

Cheating Policy: A student caught cheating for the *first* time will be given a 0 on the assignment/exam and a referral to the office. A *second* cheating incident will result in a 0 which typically results in a failing grade for the quarter and suspension. Please note that allowing another student to copy work is considered cheating by both parties.

Electronic Device Policy: Electronic devices other than a calculator are not allowed in class unless specific arrangements have been made with the teacher. This includes but is not limited to: Cell phones (this includes not using calculator function on the phone), music players, game devices, and anything else you know better than to break out in class.

Consequences: The consequences for failing to meet the classroom expectations will begin with a conference with the teacher to review classroom expectations and a possible parent contact. Continued failure to meet expectations will result in a phone call home and/or a referral to the administration for discipline.

Computer Use Policy: This course relies heavily on keeping our computer lab in excellent working order. Any behavior that willfully and/or accidentally damages hardware or software in the lab will not be tolerated and will mark immediate cause for removal from the class until reinstated by the administration.