

Computer Science Discoveries

- - COURSE SYLLABUS 2017-2018 - -

COURSE AND CONTACT INFORMATION

Location: Room 136
2nd hour: 9:14-10:10
3rd hour: 10:16-11:12
6th hour: 2:05-3:01

Instructor:
Mrs. Spisak
Shannon.Spisak@UticaK12.org



IN THIS COURSE, YOU WILL:

- Problem Solve
- Persevere
- Be creative
- Collaborate
- Communicate

WHAT WE'LL STUDY:

This year will be fast-paced and exciting as we discover computer science and the creativity and fun of computers. Our units cover problem solving, web development, interactive games and animation, the design process, data & society and physical computing.



ASSIGNMENTS AND GRADING:

50%

Projects

20%

Journals

20%

Daily Work/Participation

10%

Skills Check

EXPECTATIONS:

- Teacher is the Lead Learner
- Students work together in pairs frequently
- Students will problem solve, persevere, collaborate, communicate and be creative
- Students can access the material no matter what skill they have when they enter the class; what they achieve depends on how hard they work
- Students will learn through discovery

WHAT NOT TO EXPECT:

- Students working independently on a computer every day
- Teacher telling the students exactly what to do and how to do it.



Policies

- - - - COURSE SYLLABUS 2017-2018 - - -

LATE/MAKE-UP WORK POLICY:



The expectation is that you submit all assignments on time. You will be completing pair and small group work, so consistent attendance is important. We move ahead every day, too many absences will make it difficult to stay with the class.

If you are absent, it is your responsibility to follow proper procedures to ensure that you receive your work. Check the class website and PowerSchool for assignments. I will not remind you to turn in absent work.

TECHNOLOGY:



Unless I specifically say that you may have your cell phone out, you must keep it in a designated area at all times. If I see your cell phone in class, I will take it for the remainder of the class period.

We will utilize various resources on the Internet such as the class website

mrsspisak.weebly.com

and other educational sites

Code.org & w3schools.org.

You must hold yourselves to high expectations when you use these resources. Your time must be spent well.

ACADEMIC DISHONESTY:



All work that you submit must be your own work. You may not do any of the following:

- 1) Turn in someone else's work.
- 2) Copy someone's work.
- 3) Look at someone else's work during an quiz, test, or otherwise individual assessment.

If you are doing any of the above or anything else that constitutes cheating, you will receive a zero on that assignment, and you will be referred for discipline.

OTHER POLICIES:

- Please raise your hand to speak.
- Respect our technology (computers, circuit boards, etc.)
- Do not interrupt valuable instruction to ask to go to the bathroom. Please wait for an appropriate time. You have three bathroom passes per marking period.
- Come prepared to class with your materials and a positive attitude.
- When the class needs to quiet down, I will raise my hand. When you see this, stop talking and raise your hand to indicate you are ready to listen to directions.
- Clean up after yourself. All classroom materials in the center of the table are to remain in my class.

Be respectful. Be responsible. Be successful.