Exploring Computer Science

Mr. Bitner

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OBJECTIVE: This course has been designed to teach students how computer systems work, and the logic of problem solving, in an incredibly fun and fast paced environment. With activities designed to inspire students creativity and get them excited about computers. This is a class based on participation, if you participate you succeed.

TOPICS COVERED:

Human Computer Interaction, Problem Solving, Brief Introduction to Programming.

MATERIALS NEEDED:

- notebook to keep hand-outs & notes
- pen or pencil

LAB FEE: Each student is required to pay a $10.00 Lab fee. This fee needs to be paid in the office and the receipt brought to me. If you are on fee-waiver you need to go to the office and get a note to bring me in place of a receipt.

CITIZENSHIP:

Citizenship grades will be determined by absences, tardies, and behavior. Four (4) tardies will earn the student a U. Students with more than 2 unexcused absences per term will earn a U.

ACADEMIC GRADES:

Academic grades will be calculated using the following categories (these percentages are approximate):

a) *Assignments/Programs (25%):* Assignments and programs will be assigned on a regular basis. If a student is absent, they are responsible for getting the missing work. Late assignments/programs will be accepted but only half-credit will be earned.

b) *Tests (25%):* Tests will be given with each section. The test will consist of a written section and a programming section when applicable. Students may use Journals on tests. If a test day is missed the makeup test must be scheduled upon the first day the student has returned to class.

c) *Participation (40%):* The student will receive 5 points per day they are in attendance and working on class activities. These points cannot be made up if the student is absent. It is very important to attend

class every day to remain caught up with the rest of the class. An occasional excused absence for illness will not affect the final grade outcome.

d) *Journal (10%):* Every student will receive a journal, we will use these every single class period, they must be brought to class every time. Journals can be used during tests and quizzes, so it is important to keep them properly.

Letter grades given according to the following scale:

A 95-100   **B** 83-86   **C** 73-76   **D** 63-66

A- 90-94   **B-** 80-82   **C-** 70-72   **D-** 60-62

B+ 87-89   **C+** 77-79   **D+** 67-69   **F** BELOW 60

HALL PASSES:

Hall passes may be used when deemed necessary, as long as permission is granted by the teacher, **except** for the following: the first 10 minutes, the last 10 minutes of the class period, during quizzes, tests, or lectures.

ELECTRONIC DEVICE POLICY:

Personal electronic devices (PEDs) are privately owned wireless and/or portable electronic handheld equipment. Details of these are specified in the school by-laws. PED's may only be used during approved class time and can never be used when the class is being instructed by the teacher or a fellow student. Multiple violations of this policy will result in that student being banned from PED use even during approved times. Any student violating this policy without regard to the rest of the class will have the device taken and turned in to an administrator. The disciplinary action taken is also outlined in the school by-laws.

CLASS RULES:

1. NO food and drink will be allowed in the lab.

2. Talking to your neighbor or looking at your neighbors paper or computer during a test or a quiz will earn you a score of a "0" (zero) and a citizenship grade of a U.

3. Unless otherwise directed use of the internet will be restricted to the last 15 minutes of class time, and only if the student is caught up with the rest of the class.

4. Playing games not related to the coursework is prohibited. A student playing games will be given one warning, the next offense the student will receive a U for the term, and the third offense will require the student to find another class.

5. Students are allowed to ask for help from other students on programs, but copying of programs will earn the student a zero on that assignment and a U for citizenship.

6. **Any** damage done to a computer will require the student to pay to have it repaired or replaced. Students need to be responsible with the equipment and treat it as if it were their own (or better)!!

7. The nature of this class will require periodic peer grading and evaluating of work by other students. This helps the students to not only learn to create a program, but also help to fix or improve on code written by others.

I will be at school until approximately 3:00 pm if you need assistance. Please feel free to come see me if you need additional help.

Get help soon and often before it's too late!!! Let's have a great year!

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Northridge Computer Science

Davis School District is committed to providing educational and employment opportunities to students without regard to race, color, sex, religion, age, national origin or disability in accordance with Title VI of the Civil Rights Act of 1964, Title XI of the Educational Amendment of 1972, Section 504 of the Rehabilitation Act of 1973, the Age Discrimination Act of 1975, and with the Americans with Disabilities Act.