
Computer Programming 1

Mr. Bitner

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OBJECTIVE: The introduction and application of programming fundamentals, introduced in a way that will empower students to get out in the industry and peruse a career in IT.

COURSE DESCRIPTION:

An introductory course in computer programming/software engineering and applications. The course introduces students to the fundamentals of computer programming. Students will learn to design, code, and test their own programs while applying mathematical concepts. The class will learn to program in both Scratch and Java.

TOPICS COVERED:

input/output streams, variables & constants, strings, selective execution, looping structures, functions, arrays, computer ethics, and employment opportunities.

MATERIALS NEEDED:

- Lined notebook paper for note-taking
- 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 (40%):* 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) *Quizzes (10%)*: Unannounced quizzes will be given. Students will be allowed to use handouts and notes on quizzes, so keeping notes in your notebook is beneficial. There will be no make-up on quizzes, but the lowest quiz scores will be dropped each term (approx. 20%).

c) *Tests (30%)*: One test will be given on each section. The test will consist of a written section and a programming section. Students may use handouts and notes on tests. If a test day is missed the makeup test must be scheduled upon the first day the student has returned to class.

d) *Participation (20%)*: 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.

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. The class period is for programming.
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.