

Computer Programming I

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Student and Parents/Guardian(s),

I am excited to have you in class this year. This letter will provide basic information that will allow you to be successful. Please read over it carefully and share it with your parents/family. It will remain posted in Canvas for your reference.

A major key to thriving students is teacher/parent/student communication. I want to help all of my students prosper in this class, preparing them for life after high school by encouraging them to strive for excellence. With parental/family help by providing encouragement and support at home, I believe each student can achieve his or her maximum potential. Please feel free to call me (682-314-1599) at school and leave a message or email deonmartinez@misdmail.org if you or your parents have any questions. My conference period is from 10:15 to 10:45 AM daily; please give 24-hour notice when possible.

Grades via the internet at: <http://mansfieldisd.org/skyward.htm>

COURSE DESCRIPTION

This course is designed to introduce students to the exciting beginning concepts and skills associated with computer programming as prescribed by the Texas Essential Knowledge and Skills requirements for Computer Programming I. Most assignments will be completed in class. We will study computer science with an emphasis on the “high level” programming languages like Java and C++. We will begin working in a 2D graphical, object-oriented environment called “Jeroo”. The remainder of the semester will be spent studying and programming in a Java environment called Greenfoot and Eclipse to learn basic computer science concepts and applications. We will end in the Eclipse environment. We will also do reports with presentations and other projects as time permits. All three of the proposed learning environments; Jeroo, Eclipse, and GreenFoot are free and students may download them at home.

INSTRUCTIONAL MATERIALS INFORMATION

The course will primarily utilize computer-based or teacher provided materials and development environments. Some curriculum will be available to the students at home. Other resources, such as a class set of textbooks, will be provided as needed. The student should have a pen or pencil and notebook paper available every day for class. Students will be responsible for reimbursing MISD for any lost books or wasted resources (paper).

NOTEBOOKS - are required and should hold the following in an organized manner with labeled tabs: Class notes, handouts, returned work (quizzes, problem sets, etc.) The student must retain returned work for study purposes or settling any grading discrepancies. On some occasions, students may get to use their notebook materials on a quiz/test. A notebook will be assigned to each student and must be stored in the classroom. Keeping an organized notebook is essential to success in Computer Programming. The student must retain returned work for study purposes or to settle any grading discrepancies.

ASSESSMENT POLICY – Evaluation of each six weeks will be as follows:

Major: Test/Project	40%
Daily: Class Activities/Professionalism/Quizzes	60%

According to District Policy, the three six weeks grading periods will be averaged together for 80% of the overall grade with the Semester Exam representing 20% of the overall grade for the semester.

MISD GRADING SYSTEM FOR GRADES 9-12:

The district high schools use a weighted numerical grading system.*

The following chart reflects the MISD grading system for grades 9-12:

A 90-100

B 80-89

C 70-79

F Below 70

An "Incomplete" (I) reflects incomplete student work and is not considered an academic grade.

*See MISD Board Policy EIC (LOCAL).

Major Projects/Tests Schedule	Week(s):
Jeroo Basics	1-2
Program creation	
Jeroo Environment & resources	
Program concepts and definitions	
Structure: Main, Methods, Comments	
Jeroo Program Skills Units	3-4
Control Structures	
If/Else, decisions	
Loops – using while	
Truth tables, &&, , !	
Jeroo Project	5-6
Intro. to Program design	
Propose, Design, Implement, Test, Evaluate, Present	
Java Basics/Eclipse	6-8
Java/C++ standard environment	
Input/Output	
Math, Control, Loops	
Advanced Java/Eclipse	8-12
Methods	
Arrays	
GreenFoot Basics	12-14
GreenFoot Environment & resources	
Drag, click, drop development	
Program types	
Object Oriented Programming	
GreenFoot Advanced Skills	14-16
Input	
Game development	
Decisions, Loops	
Object Oriented Programming/Inheritance	
Advanced topics	
Advanced Java Project/Final Team Project	15-end or Exam
Software Development Process	
• Project/design process and software life cycle	
• SDLC Process/Phases	
• Logical and Analytical Thinking	
• Project Management	

The schedule is tentative and subject to change depending on the progress of the class.

CERTIFICATIONS – This course does not have any certifications.

STUDENT WORK - The amount of time needed to complete assignments may vary with each student's study habits, academic skills and selected course load. This includes major projects such as research reports, book reports, major essays, and other assignments teachers designate as major projects.

TUTORIALS – *It is your responsibility to let me know that you are in need of help.* It is very important to stay on pace and not fall behind. After school tutorial times will be set on an individual basis.

LATE WORK

- Teacher designates due date and time for assignment (Beginning of class period, End of class period, designated time of day)
- If student fails to meet the due date and time, then the student has until the next class period (next A day or B day) to turn in assignment to be considered one day late.
- Students will be assessed a penalty of 30% points for up to one class period late.
- Score of a zero may be given for work turned in after one day late.

TEST RETAKES

- Students who fail a major test/assessment (below 70%) will be allowed to retake or correct up to a 70% grade. This does not include semester examinations.
- Students are expected to make arrangements with the teacher to retake or correct a major test/assessment.
- Students are encouraged to participate in tutoring opportunities before retaking a test.
- Each teacher will communicate routine requirements for retakes and corrections in his/her course syllabus.
- All retakes or corrections must be completed prior to the end of each six week grading period unless the student is afforded time, after the six week grading period, as a result of the district's absent/make-up guidelines.
- See UIL Eligibility ("No Pass/No Play") guidelines for additional information related to grades and UIL Eligibility.

MAKEUP WORK (because of absence for any class missed)

- The teacher may assign the student makeup work based on the instructional objectives for the subject or course and the needs of the individual student in mastering the essential knowledge and skills or in meeting subject or course requirements.
- A student will be responsible for obtaining and completing the makeup work in a satisfactory manner and within the time specified by the teacher. When absent, the student is afforded the number of days missed plus one additional day to turn in makeup work. [A/B Block Example: A student misses Monday and Tuesday of the week and he/she returns on Wednesday of that same week. Student work from Monday's absence is considered late after Friday, and student work from Tuesday's absent is considered late after the following Monday.]
- A student who does not make up assigned work within the time allotted by the teacher will receive a grade of zero for the assignment.
- A student is encouraged to speak with his/her teacher if the student knows of an absence ahead of time, including absences for extracurricular activities, so that the teacher and student may plan any work that can be completed before or shortly after the absence.
- A student will be permitted to make up tests and turn in projects due in any class missed because of absence. Teachers may assign a late penalty to any long-term project in accordance with time lines approved by the principal and previously communicated to students.
- See UIL Eligibility ("No Pass/No Play") guidelines for additional information related to grades and UIL Eligibility.

SEMESTER EXAMS

Each semester, specific exam schedules are designated for MISD high school and dual credit courses. These schedules must be followed. Neither mid-term nor final exams are given early. If a student is absent on the day of an exam he/she will take the exam at a date/time designated by the school.

CLASSROOM NORMS

Both you and I will abide by these policies, as well as, those established by the Mansfield ISD school board policies:

- **Respect** – for yourself, for others, for your environment, and for property
- **Responsibility** – taking care of assignments and other business at appropriate times
- **Reliability** – be prepared and on time for class

ABSCENCES/TARDIES – It is your responsibility to get any information missed if absent or tardy.

PARENTS

Please read the information in this letter carefully and respond with an email and by returning the signature sheet by **Wednesday, January 29, 2020**. Include the following information in the email along with any questions you may have:

Email Subject Line: Students First & Last Name and course name and session

Email Content/Message: Parent Names
Parent Phone #'s for best contact
Email Addresses:

My reply will be verification that your student has received a 100 on this assignment. I look forward to hearing from you. Let us make this an outstanding year!

Sincerely,

Deon Martinez

Deon Martinez
Return this Signature Sheet by Wednesday, January 29, 2020

I have received and read the **Computer Programming I** Course Syllabus and the Classroom Expectations. I agree to abide by all these standards.

Student Name (printed)

Student Signature

Parent or Guardian Name (printed)

Parent or Guardian Signature

Parent or Guardian Phone Number

Parent or Guardian email address