Introduction to Software Technology
Lee County High School
Mrs. Mary Champion
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Room 403

COURSE DESCRIPTION
Introduction to Software Technology (IST) is part of the Information Technology Career Cluster. It is the first course for the Digital Design Pathway.

This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. Exposure to foundational knowledge in hardware, software, programming, web design, IT support, and networks are all taught in a computer lab with hands-on activities and project focused tasks.

INFORMATION TECHNOLOGY PATHWAY

Web Development Pathway
1. Introduction to Digital Technology
2. Digital Design
3. Web Design

GOOGLE CLASSROOM
Assignments will be posted on Google Classroom

INSTRUCTIONAL SUPPLIES NEEDED
3 ring binder, pen, pencil

UNIT OVERVIEW (Not necessarily in this order)
1. Skills USA – Leadership Development
2. Employability Skills
3. Career ePortfolio
4, Computer Science & IT Careers
5. Artificial Intelligence | Emerging & Future Technology | Digital Citizenship
6. Ethics and Cyber Security
7. Visual Programming
 8. Problem Solving and Algorithms
9. Business Communications | Customer Relationships
10. Computing Components | Hardware & Software
11, Computational Thinking
12. Website Design & Development

COURSE STANDARDS
IT-IST-1 Demonstrate employability skills required by business and industry
 IT-IST-2 Establish a personal online career portfolio and begin uploading relevant artifacts

IT-IST-3 Explore, research, and present findings on positions and career paths in technology and the impact of technology on the chosen career area

IT-IST-4 Demonstrate effective professional communication skills (oral, written, and digital) and practices that enable positive relationships with all audiences of a business

IT-IST-5 Identify, describe, evaluate, and use appropriate technology for given situations.

IT-IST-6 Understand, communicate, and adapt to a digital world

IT-IST-7 Use computational thinking procedures to analyze and solve problems

IT-IST-8 Create and organize webpages through the use of a variety of web programming design tools

IT-IST-9 Identify and explain the building blocks, principles, and ways to access code within programming languages used today

IT-IST-10 Design, develop, test, and implement programs using high-level programming languages

IT-IST-11 Describe, analyze, develop, and follow policies for managing ethical and legal issues in the business world and in a technology-based society

IT-IST-12 Explore how related student organizations **(SKILLS USA)** are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events

CLASSROOM RULES

1. **Be Present and Learn:** Be on time, get makeup work if absent, no sleeping, no <u>cell phones</u>, no earbuds. Go to the restroom between classes or after whole class instruction.
2. **Follow the School Dress Code**
3. **Be Respectful to the teacher and your classmates.**
4. **Follow Lee County Technology Guidelines:** No cell phones, no earbuds, no VPN's, no unauthorized websites, do not save games to the school network drives.
5. **Be Clean: No eating or drinking in the classroom**, push chairs under at the end of class, clean-up messes.
6. **Bell to Bell Learning:** Stay on task. When you finish your work, check Google Classroom, do homework, or read.
7. **The lab computer will be your technology for this class**. **No personal devices are allowed**.

MAKE-UP WORK FOR ABSENCES

- ☐ When a student is absent, it is the responsibility of the student-*not the teacher*-to get missed assignments and to make up and turn in all missed work.
- ☐ **Make-up work requires "time for time." For example, if a student is absent 3 consecutive days, the student has 3 days after they return to complete any make-up work to receive credit. Students will <u>not receive unlimited time to complete make-up work</u>**.

ACADEMIC DISHONESTY AND CHEATING POLICY
Academic dishonesty is "submission of work completed by another person as your own."

It is academically unethical and unacceptable to:
- ☐ Submit work completed in whole or in part by another person as if it were your own.
- ☐ Restate or paraphrase another writer's work without acknowledging the source.
- ☐ Copy another student's homework and submit the work as if it were the product of your own labor.
- ☐ Attempt to gain an advantage using crib sheets, hidden notes, viewing another student's paper, revealing the questions or answers on exams or quizzes to other students, or viewing quiz or exam questions or answers obtained by another student.

- Store or communicate information not distributed to students using electronic devices, recording devices, cellular telephones, headsets or portable computers.

Academic dishonesty of any kind is not tolerated. The student who cheats or plagiarizes will receive a zero for the assignment or test, the parent/guardian will be contacted, and the student will be referred to administration for possible disciplinary action. In addition, as the **teacher I reserve the right to decline to write a recommendation for college admission, scholarships, and/or summer programs for any student who has cheated in my class or any other class at LCHS**.

GRADE PERCENTAGES
Daily Work   40%
Tests/Projects 60%
Final Exam   20%

ACKNOWLEDGEMENT OF RECEIPT OF SYLLABUS
Click the below link to sign-off that you have read and understand the class syllabus.
Syllabus Acknowledgement Form