Course Description:
This course introduces Computer Science and how it is used in different careers. In this course, students will begin to explore the 7 Big Ideas of Computer Science (Creativity, Abstraction, Data, Algorithms, Programming, Internet, and Impact). Some projects students will complete are programming their own game, making their own website with HTML, developing simple Artificial Intelligence, and encrypting a secret message.

Course Objectives:
Upon the successful completion of this course the student will be able to:
❖ Develop and express solutions to computational problems using algorithms
❖ Use programming to solve problems and express creativity
❖ Use computational tools to analyze data sets and abstract data
❖ Develop a simple website using HTML and CSS

Course Outline:
Unit I: Human Computer Interaction
Unit II: Web Design
Unit III: Problem Solving
Unit IV: Introduction to Programming
Unit V: Computing and Data Analysis
Unit VI: Genius Hour Project

Online Component:
Due to the technological aspect of this course the Internet will be a fundamental and useful tool. There is a course web site set up that students will be able to access all of the course's information in class or at home. You will be given information on the first day of class for registering for the online course site. A link to the course site will be provided on the class page on www.appohigh.org

Recommended Supplies:
❖ Folder or Binder for holding papers
❖ Pencils and/or Pens
❖ Jump Drive/USB Flash Drive

Computer Lab:
It is very important while we are using the computer lab that you stay on task and are not found on the Internet playing games, changing icons, or changing the background of your computer. In addition, any damage to the technology or other school property will be reported, and any costs for repair will be the responsibility of the one that caused the damage. NO FOOD OR DRINK (except a closed bottle of water) will be permitted in the computer lab. For additional computer use rules please refer back to the Acceptable Use Policy.
Student Expectations:
❖ Be Prompt
❖ Be Prepared
❖ Be Polite
❖ Be Positive
❖ Be prepared to participate by:
  ➢ Explaining and justifying thinking
  ➢ Openly asking questions and admitting confusion
  ➢ Respectfully challenging each others’ thinking
  ➢ Being able to explain and question other students’ work
  ➢ Contributing to group discussions and activities
❖ Look at your mistakes as a means to make improvements
❖ Abide by the Appoquinimink School District Code of Conduct at all times

Grading Policy:
The following shows the breakdown of the grading system and the grading scale:

70% Summative/Product
❖ Tests/Quizzes
  ➢ Types of Questions
    ■ Multiple Choice/Multiple Selection
    ■ True/False
    ■ Fill in the blank
    ■ Short Answer
    ■ Coding/Debugging
  ➢ They will be completed on the computer unless otherwise noted or requested
❖ Projects
  ➢ Individual and/or Group-based Projects
  ➢ Research and/or Reflection Papers
  ➢ All group projects will include a peer evaluation as part of the grade
❖ These assignments will not be accepted more than 3 days late. Each day an assignment is late, you will lose 10%

30% Formative/Process
❖ Warm-ups/Exit Tickets
  ➢ Students are expected to complete these at the start and end of each class
  ➢ Students will receive a weekly grade for these
❖ Classwork/Labs/Homework
  ➢ Any work not completed in class is to be completed for homework
  ➢ Students will receive a grade for each assignment
❖ Discussion Boards
  ➢ Topics will vary and may include discussions about a current lesson topic, a current event, a computer scientist, etc
  ➢ Students will be expected to make one original post and comment on at least 2 posts by other students in the class
  ➢ Appropriate language and behavior is to be used at all times in posts
  ➢ Students will receive a grade for each discussion board
❖ These assignments will not be accepted more than 1 day late. There will be a 20% penalty for any late assignments.
Make-Up Work:
Make-up work can be found on the course website. Assignments must be made up during lab time or on your own time. Tests/Quizzes must be made up during the lab time or make arrangements to stay after-school. Students with an excused absence must make-up work within 1 school day plus the number of days absent in order to receive full credit. It is the STUDENT’S responsibility to be sure to get all make-up work and turn it in on time.

Discipline Plan:
Computer Science is a fun and enjoyable class. I am the teacher and I am looking forward to being your teacher this year. I have an exciting semester of learning planned for you, and I will not allow you to do anything to interfere with my desire to teach you. Nor will I allow you to do anything that will interfere with all of us having an enjoyable semester. So that YOU can learn, so that WE can all learn, so that I can teach, I have a set of rules to ensure that we will have a safe and orderly classroom. Please refer to the Discipline Plan for the full list of Rules and Consequences.

Classroom Procedures:
Classroom procedures are expectations that are necessary for students to participate successfully in classroom activities, to learn, and to function effectively in the classroom environment. To help ensure your success in the classroom, a list of Classroom Procedures has been created. We will review and practice each of these procedures the first day of class. In addition, as the class continues, it may be necessary to add more procedures for other situations. Each time a new one is added, we will take the time to review it. Please refer to the online Classroom Procedures document for the most up-to-date list.

Printing:
Use of the classroom printer is only for approved Computer Science assignments. Before printing, you must request permission. NO assignments for other classes are to be printed from the Computer Science classroom printer, unless you have earned a printing pass.

If you have any concerns about the course, questions and/or need assistance please feel free to contact me after class or by email. I look forward to a very productive and successful year.

Mr. Sekcienski
Computer Science Teacher
APPOQUINIMINK HIGH SCHOOL

Computer Science 1

Terms of Agreement

As a teacher of this course, I am committed to abiding by this syllabus. Any changes will be communicated to the class by the teacher. By signing this “Terms of Agreement,” you are affirming that you have read and agree to abide by the guidelines, policies, and agreements stated in this syllabus.

As a student of this course, I have read and agree to abide by the guidelines, policies and agreements stated in this syllabus.

_____________________________________
Printed Student Name

_____________________________________   _____________________
Student Signature                       Date

As the parent/guardian, I have read and agree to support this student in an effort to follow the guidelines, policies and agreements stated in this syllabus.

____________________________________
Printed Parent/Guardian Name

_____________________________________   _____________________
Parent/Guardian Signature               Date

This document should be signed by the student and parent and returned to the teacher by the beginning of class on Thursday, January 29, 2015.

APPOQUINIMINK SCHOOL DISTRICT MISSION

The Appoquinimink School District will provide opportunities and resources in a safe, nurturing and positive learning environment for all students to acquire and develop the knowledge, understanding, skills, and attitudes to be responsible and contributing members in a rapidly changing and complex global society.

APPOQUINIMINK SCHOOL DISTRICT VISION

The vision of the Appoquinimink School District is to provide a modern, student centered school system where all will be prepared academically, technologically, physically, and socially to adapt and contribute to a diverse global society.