Creative Coding

Course Description

A quality computer science curriculum not only engages students in interesting, collaborative learning activities using sound pedagogical strategies, but it also ensures that students are learning concepts vital to the deep and broad field of computer science. Creative Coding has been designed to achieve this goal by aligning with the CSTA K12 Computer Science Standards. This course is primarily an introductory programming course and units are grounded in an array of standards from the strands of computational thinking, collaboration, computing practice and programming, computer and communication devices, and community, global and ethical impacts.

Grading

Starter/Journal 15%
Participation 25%
Quizzes/Tests/Projects 25%
Assignments 35%

Many activities will involve working with a team/partner. Failure to contribute to the team assignment will result in a lower grade.

MISSING/LATE WORK

You may be given an alternate assignment for missed group work, when absence is excused. You may turn in assignments for full credit any time before midterm. After midterm notices, no late work will be accepted.

COMPUTER LAB/EQUIPMENT

Costs of intentional damage to property will be the student's responsibility. No food or drink will be allowed in the lab. Students interfering with another student's computer (i.e. unplugging the keyboard) may result in the loss of their computer use for the day. Students must use chairs appropriately—rolling and spinning in chairs is disruptive and may result in the removal of the chair and lower citizenship grade.

ACCEPTABLE USE POLICY—INTERNET USE

Please be reminded that students have no right to privacy when using school computers. Also, playing games, using social media without permission, streaming videos and music, and viewing inappropriate content are prohibited. Violation of the policy will result in lower citizenship and the loss of internet privileges.

CLASSROOM RULES

1. Be ready to learn
2. Work together
3. Use respectful language

4. Use computers and chairs appropriately
5. Put phones and earbuds away
6. Follow directions
7. Be kind

CONSEQUENCES

If a rule is broken, I will follow this procedure. First, a warning. Second, complete a Behavior Think Sheet and move seat. Third, contact parents. Fourth, refer to administration. In some situations, steps may be skipped due to the seriousness of behavior or if student has continual misbehavior.

CELL PHONES AND MUSIC

Cell phones are not allowed in class. Earbuds need to be out of sight. Offenses will result in lower citizenship and participation grade as well as the following:

- First offense, phone will be put into "cell jail" and returned after class.
- Second offense, phone will be put into "cell jail" and returned after class.
- Third and > offense, phone will put into "cell jail" then taken to the office in which school-wide phone policy will be enforced.

HALL PASSES

Hall passes will be allowed to take 2 hall passes per quarter at the teacher's discretion.

- o Students must sign out to take a hall pass
- o Students should be no longer than 5 minutes
- o Tardies and lack of participation may exclude you from using a hall pass