

COMPUTER SCIENCE

“Everyone should learn how to program a computer (code) because it teaches you how to think.”

- Steve Jobs

Class Rules

1. Be respectful of the teacher, students, yourself, and the equipment at all times.
2. Listen and follow directions.
3. Raise your hand for permission to speak.
4. Sit in your assigned seat and use only your assigned iPad and keyboard and school laptop.
5. Take academic risks and make mistakes! Mistakes are OK – that is how you learn!



Class Expectations

1. Be in seat when tardy bell rings.
2. Bathroom needs and drinks should be addressed before and after class.
3. Do not bring gum, food or candy into the technology classroom.
1. Water can be brought into class – but in a clear, sealable container and left at the front of the room, away from technology and outlets.
2. Only be on the Internet when the teacher says it is appropriate, and then be only on the site(s) you are required to be on for the day's assignment.
3. Complete all of your work and turn it in on time. If work is not completed on time, YOU must tell teacher and make arrangements to complete work.

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Course Description

Welcome to Computer Science! Our focus this school year will be on keyboarding, Digital Citizenship and online safety, basic spreadsheet mastery, coding, and critical thinking skills. Emphasis will be placed on mastery of keyboarding techniques to develop speed and accuracy. For keyboarding, each grade has WPM level minimums and goals will be set for increasing WPM and accuracy.

Why is this class important? Keyboarding and basic computer technology and science skills help you achieve success in other school subjects, build strong relationships with others, and attain a flourishing career as an adult. Basically, the quality of life you experience now through adulthood will depend a lot on how well you can: 1) type, 2) understand, operate, and code a computer, and 3) communicate and work with others.

What do I get if I follow class rules?

Your appropriate behavior in class assures everyone of an environment conducive to learning. Some possible rewards for continuous appropriate behavior are intrinsic value (satisfaction of learning), improved skills, verbal praise, positive note to parents, and special class activities / privileges.

What are the consequences if I don't follow class rules?

1. **Warning:** The teacher provides a verbal reprimand/reminder to student.
2. **Separation/Cool Down:** A student will be moved to the hallway to work.
3. **Demerits:** A mark recorded for poor conduct. (5th and 6th grades only)
4. **Detention:** Time spent after school to contemplate conduct.
5. **Referral to Administration:** A student will be immediately referred to administration for severe behavior problems.

Where do I go to find agendas and assignments?

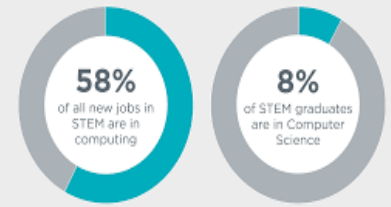
Canvas: This site will be the main classroom site that will allow you to work through your lessons and turn in your assignments.

Class website: <http://colombe-classes.weebly.com> This website will include PDF copies of handouts, important Websites, and technology information for students & parents.

If work is late, incomplete, or inadequately completed?

If you do not finish an assignment on time, you need to talk with the teacher immediately so appropriate arrangements to complete the work are made. There is no option for you to not complete an assignment and take a zero or to turn in an inadequately completed assignment (a grade lower than 70%). Therefore all assignments and projects must be completed or redone until you meet the appropriate learning standards.

The “STEM” problem is in computer science



Grade Scale

A+	= 99% - 100%	A	= 96% - 98%
A-	= 94% - 95%	B+	= 92% - 93%
B	= 89% - 91%	B-	= 87% - 88%
C+	= 85% - 86%	C	= 80% - 84%
C-	= 78% - 79%	D	= 70% - 77%
F	= 0% - 69%		



Areas of Focus

- Growth Mindset
- Keyboarding
- Online Safety and Digital Citizenship
- Spreadsheets (Microsoft Excel)
- Coding: Code.org – Coding Fundamentals and Computer Science Discoveries



Supplies

- Folder – to keep required papers in
- Pencil
- Lined paper
- School issued laptop computer
- School issued planner
- Scissors (*occasional need for cutting out information booklets you will be creating – You will be instructed when to bring scissors to class.*)

You are required to bring these supplies and materials to class every day!

How will I check my grades for this class?

During keyboarding, weekly progress and grade updates will be conducted one-on-one. Online safety, spreadsheet, and coding grades will be posted in Canvas and in Infinite Campus. Parents and students are also strongly encouraged to check the **Parent Portal** on a weekly basis to view the most current grades for EVERY class.

What do I do if I am absent?

- Always check the class's Canvas site for agendas, daily assignments, handouts, and assignment due dates. A student has two extra days to turn in any work **assigned** on a day a student was absent.
- A student absent due to a school-related activity or a sport should have her/his assignment done **BEFORE** the day s/he is to be absent, *unless* prior arrangements have been made. If you did not do this, please expect to have this resolved by the end of the next school day.

Will I have homework?

Homework is an important part of the educational experience! While I normally provide more than enough time for you to complete all assignments during class time – if you have been absent, have not used your class time wisely, or simply need more time – then YES, you will have homework. It is *your* responsibility to complete your assignments and turn them in on time.

What will I do this year?

- **Keyboarding:** Students in all grades will work on learning and improving their touch-typing skills on typing.com. Work will focus on keyboard memorization and enhancing techniques to increase speed and accuracy.
- **Online Safety/Digital Citizenship:** Students in all grades will work on learning how to stay safe online and how to be good Digital Citizens. Programs to be used will include Cyber Civics, NetSmartz, and Code.org.
- **Growth Mindset:** Students in all grades will work on understanding growth mindset concepts and how their own mindset influences their academic work and progress.
- **Spreadsheets/MS Excel:** Students in 6th – 8th grades will learn how to create spreadsheets to include tables, charts, formulas, and equations in Microsoft Excel.
- **Coding:** Students will work on the Code.org curriculum to learn the fundamentals of coding. Students in 5th grade work on critical thinking, logic, and sequencing skills. Students in 6th – 8th grades follow the Computer Science Discoveries curriculum and learn three basic coding languages: HTML, CSS, and JavaScript.

➤ 5th Grade: Coding Fundamentals: Levels 2 – 4

➤ 6th – 8th Grades: - Creating a Personal Website
- Sprites and Animations = Gaming
- The Design Process