

## **COURSE DESCRIPTION**

College and Career Awareness is designed to increase awareness of college and career pathways through simulations and project-based experiences. It explores high school, college and career options based on individual interests, abilities, and skills. Students will investigate high-skill and/or in-demand jobs in the Utah labor market while developing workplace skills.

## **GRADING**

Assignments 20%                      Assessment 80%

Because of the exploratory nature of this class, attendance and participation is important for meeting course standards.

## **DUE DATES/DEADLINES**

Due dates indicate when we will be moving on to other content. Students will be able to complete and redo assignments and assessments after a due date. Students may lose some credit on late assessments, which cannot be made up (See College and Career Strand 2 Standard 2). Deadlines are at midterm and 3 days before the end of Quarter. Students will not be able to turn in late work or redo work after these deadlines.

## **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 using a stationary chair.

We will be using Sphero robots in class. Students will lose the opportunity to use the robot for any intentional misuse and will have to complete an alternate assessment. Any damage caused due to misuse will result in a replacement cost of \$100.

## **CANVAS**

We will be using Canvas for many of our assignments and assessments. Students will be able to access classwork from Canvas if they are absent or to finish incomplete assignments.

## **CLASSROOM RULES**

1. Be Prepared: come with pencil, read board, login to computer and begin starter.
2. Stay on Task: Complete work and don't distract others. When done, do something on the "*When I am Finished*" list.
3. Use Computers and Chairs Appropriately: No food or drink, no online games or entertainment videos, no touching others computers, no chairs as vehicles or spinning.
4. Put away cell phones and headphones.

## **CONSEQUENCES**

If a rule is broken, I will follow this procedure:

1. First, a warning.
2. Second, citizenship will be reduced and an intervention will take place (i.e. moving seat).
3. Third, contact parents and/or student contracts.
4. Fourth, refer to administration.

## **CELL PHONES AND MUSIC**

Cell phones are not allowed in class. Earbuds need to be out of sight. Offenses will result in lower citizenship 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 school.
- Third and > offense, phone will be put into "cell jail" then taken to the office in which school-wide phone policy will be enforced.

## **HALL PASSES**

Students will be allowed to take 3 hall passes per quarter at the teacher's discretion. However, individual accommodations may be made.

- Students must sign out to take a hall pass.
- Students should be no longer than 5 minutes.
- Tardies and poor behavior may exclude you from using a hall pass.

## **EXPECTATIONS**

All students will begin with an Honors citizenship grade. Honors can be maintained by consistently following rules as well as meeting expectations below.

1. Come to class on time.
2. Turn in complete work, on time.
3. Communicate with the teacher when you are absent.
4. Contribute to a team by listening and offering ideas and opinions.
5. Follow directions--ask a neighbor first, then the teacher if you don't understand.
6. Be kind--show respect, initiative, use kind words.