

## **COURSE DESCRIPTION**

ECS is an introductory course to the breadth of the field of computer science through an exploration of engaging and accessible topics. The course focuses on the conceptual ideas of computing and helps students understand why certain tools or languages might be utilized to solve particular problems. The goal of Exploring Computer Science is to develop in students the computational thinking practices of algorithm development, problem solving, and programming within the context of problems that are relevant to the lives of today's students. Students will also be introduced to topics such as artificial intelligence, web development, programming, and physical computing.

## **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 for full credit until a deadline. 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 the removal of the rolling chair. Any intentional damage to other technology such as Makey Makeys, Microbits, Ozobots, Spheros etc will result in a fine to replace the device.

## **ONLINE PROGRAMS**

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

We may be using an online program called Blooket for reviewing material. Please contact me if you do not want your student using this program.

## **CLASSROOM RULES**

1. Be Prepared: come with a pencil, read the board, login to the computer and begin a 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 some type of intervention (i.e. move seat)
3. Third, contact parents and/or student contract.
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 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 lack of participation 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.