

COURSE DESCRIPTION

Creative Coding is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun.

GRADING

Assignments 20%
Assessment 80%

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 past a due date. Midterm and End of Quarter are deadlines. Students will not be able to turn in late work after a deadline.

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.

CLASSROOM RULES

1. Be Prepared: come in with pencil and folder. Login to computer and begin starter.
2. Stay on Task: Complete work and don't distract others. When done, do something on "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 students may need to complete a Behavior Think Sheet and/or 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 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

Students will be allowed to take 3 hall passes per quarter at the teacher’s discretion. Please let me know if you have an accommodation.

- 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 a Satisfactory citizenship grade. Honors can be earned by consistently following rules and meeting expectations.

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

COVID-19

Students will be required to sanitize their computer keyboard and mouse, table, and chair upon entering the classroom each day.