

## **\*\*Equipment/Software Agreement:**

Equipment is a necessary part of any Technology Education class. It is, therefore, very important that special care be taken in using the equipment. For this reason, the following guidelines will be strictly adhered to concerning students using equipment.

1. Students should check their equipment they are assigned to. Report any problems to the teacher. This includes equipment that will not work, stuck keys on keyboard, etc.
2. Students should NOT attempt to repair equipment. You could also injure yourself or further damage the equipment.
3. Take good care of your equipment by not pounding the mouse, keyboard, etc.
4. Students will save their work on their computer and submit electronically. Absolutely NO flash drives are permitted unless approved by the teacher.

## **\*\*Violations in Computer Usage Include:**

1. Being on the Internet without teacher authorization and/or on inappropriate websites (could result in losing computer privileges)
2. Changing computer settings
3. Adding/Changing passwords
4. Changing screensavers or backgrounds

**\*\*As a student in a Technology Education class, it is your responsibility to uphold the expectations set forth in the student handbook at Northwest Cabarrus STEM Middle School. Disciplinary action (i.e., loss of computer privileges, parent conferences, and administrative referrals) will be taken if these expectations are not upheld.**

## Computer Science Discoveries I BU012YAQ06

“It is not in doing what you like, but in liking what you do that is the secret of happiness.” – J. M. Barrie, Peter Pan

**Course Description:** Computer Science Discoveries introduces students to computer science as a vehicle for problem-solving, communication, and personal expression. As a whole, this course focuses on the visible aspects of computing and computer science and encourages students to see where computer science exists around them and how they can engage with it as a tool for exploration and expression.

The course takes a wide lens on computer science by covering topics such as programming animations, interactive art, and games in Game Lab. The course starts off with simple shapes and builds up to more sophisticated sprite-based games, using the same programming concepts and the design process computer scientists use daily.

### **Course Objectives:**

1. Introduction to Problem Solving.
2. Interactive Animations.

### **Materials Needed Daily:**

1. Notebook & Pencils
2. Charged Chromebook
3. Headphones with microphone for Chromebook
4. Optional: Wireless mouse

### **Helpful Class Supplies:**

1. 1 box of baby wipes or hand sanitizer
2. 1 Box Kleenex

**Instructor: Amit Kaul Room B-166 (704)260-6550**

Contact me via [amit.kaul@cabarrus.k12.nc.us](mailto:amit.kaul@cabarrus.k12.nc.us) for parent conferences. Please fill out the paper Parent/Guardian Contact information form (or via [http://bit.ly/Kaul\\_PS](http://bit.ly/Kaul_PS))

**Grading Policy: \*Grading is on a 100-point scale. \***

A = 90-100
B = 80-89
C = 70-79
D = 60-69
F = 59 and below

1. Weights for course work:
  - a. Classwork/Practice Quizzes 30%
  - b. Projects/Tests 70%
2. It is the student’s responsibility to monitor their grades/assignment deadlines in CANVAS. Any overdue course work not turned in by student will be marked with a 50 in gradebook/PowerSchool.
3. **Absences/Late Assignments** – Students are responsible for all work/assignments missed.
4. **Cheating/Copying** – Teamwork on assignments, without my permission, is not allowed. Any cheating/copying will automatically get the cheater/copier a 50 on the assignment. The other student who gave the cheater/copier the assignment will also get an automatic reduction to 50% on the assignment.

Std #	Units, Essential Standards, and Indicators (The Learner will be able to :)	Course Weight	RBT
<b>1.00</b>	<b>Problem Solving and Computing</b>	<b>30%</b>	
	Big Idea – Students will learn the problem-solving process and how to apply it in their daily lives.		
<b>2.00</b>	<b>Interactive Animations and Games</b>	<b>70%</b>	
	Big Idea – Students learn how to create interactive animations and games in Game Lab.		
	<b>Total Course Weight</b>	<b>100%</b>	

**Tutoring/Makeup Sessions:** By appointment on Wednesdays.

**Class Expectations:**

1. Respect yourself, the teacher and others. I am here to facilitate your learning; you are here to be a [self-regulated learner](#).
2. Always be prepared for class by being logged into your Chromebook by the start of class.
3. **NEVER** share your computer password with anyone. You are responsible for keeping your electronic files secure.
4. Having your pen/pencil and a charged Chromebook - the most successful students are organized.
5. Follow all the rules listed in the NCMS Student Handbook.