**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.**

Northwest Cabarrus STEM Middle School Core Values – Titans are progressive innovators. Titans are collaborative, communicative, critical thinkers. Titans are respectful, responsible, safe learners. Titans are a diverse Northwest family.

Computer Science Discoveries II

BU012YAS08

"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 courselet 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, physical computing, web development, design, and data. The course inspires students as they build their own websites, apps, games, and physical computing devices.

Course Objectives:

1. Understand Problem Solving and Computing.
2. Create a personal website using HTML and CSS.
3. Learn some basics of programming using JavaScript and 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 166 (704)260-6550
Contact me via 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)

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 0 on the assignment. The other student who gave the cheater/copier the assignment will also get an automatic reduction to 50% on the assignment.

Tutoring/Makeup Sessions: By appointment on Fridays.

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 chrome 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.

Std #	Units, Essential Standards, and Indicators (The Learner will be able to :)	Course Weight	RBT
1.00	**Problem Solving and Computing**	**20%**	
	Big Idea – Students learn the problem-problem solving process and how computers help humans solve problems.		
2.00	**Web Development**	**40%**	
	Big Idea – Students learn to create websites using HTML and CSS inside code.org's web lab environment.		
3.00	**Interactive Animations and Games**	**40%**	
	Big Idea – Students learn fundamental programming constructs and practices in the JavaScript programming language while developing animations and games in Code.org's Game Lab environment.		
	Total Course Weight	**100%**	