



Course Description

In *Introduction to Programming*, students develop the computer skills needed to succeed in high school and beyond. The major topics in *Introduction to Programming* are typing, Internet searches, logic puzzles, and basic programming concepts.

Required Materials

- Composition Book (Provided)
- Earbuds (Provided)
- Reading Book (For quiet time/start of class)
- Mouse (Optional)
- Pencil and Eraser

If you are unable to provide these materials for your use in this course, please see your counselor or Ms. Blomeyer.

Late Work and Do Overs

It is important to demonstrate that you can meet each of the learning targets. It is therefore important that all assignments are completed.

You may turn in late work for full credit, however your work habits grade will be affected.

Learning Targets

The following are the learning targets for this course. Students should read each statement and strive to master each one by the end of the semester:

LT#	S1	S2	Learning Target
LT1	10%	10%	I can type using correct hand placement with speed and accuracy.
LT2	10%	10%	I can search the Internet and discern which results are accurate and which might be fake.
LT3	12%	12%	I can use deductive reasoning to solve mind benders
LT4	20%	-	I can convert numbers and text between decimal and binary.
LT5	20%	20%	I can produce written and software artifacts that meet oral and written specifications.
LT6	10%	6%	I can write code to cause objects to move on the screen, change their appearance, and make sounds.
LT7	8%	6%	I can use looping constructs correctly in code.
LT8	10%	12%	I understand the concept of inter-process communication and event interrupts and can use them appropriately in code including timing of events between objects.
LT9	-	12%	I can use variables correctly in code and can correctly create mathematical expressions using those variables.
LT10	-	12%	I can use conditional statements correctly in code.

Students with IEPs (Individualized Education Plan) will adhere to ALL syllabus policies and class expectations. Accommodations / Modifications will be given per student's IEP.

Subject Grading

Each assignment will apply to one or more of the learning targets. You will receive a grade from 0-4 on each learning target that applies to each assignment. If you do not turn in work, it may not be possible to assess you for that learning target.

Mastery Scale

4 – Mastery	Student demonstrates complete and detailed understanding of the learning target and can help others who need assistance.
3 – Proficient	Student demonstrates understanding of the learning target but may need some guidance.
2 – Basic	Student demonstrates some understanding of the learning target but makes mistakes when working without assistance.
1 – Novice	Student has limited understanding of the learning target
0	Student did not turn in work.

Grading Scale

A	85% or higher as calculated for all learning targets and their weighted percentage.
B	65% or higher as calculated for all learning targets and their weighted percentage.
C	40% or higher as calculated for all learning targets and their weighted percentage.
D	20% or higher as calculated for all learning targets and their weighted percentage.
F	Less than 20% as calculated for all learning targets and their weighted percentage.

Work Habits Grading

Your work habits grade is determined by whether assignments are turned in on time.

You will receive on-time points for each assignment.

- *Typing* assignments receive zero on-time points if finished late
- *Mind Benders* receive zero on-time points if turned in late.
- *Searches* receive zero on-time points if turned in late.
- *Binary/ASCII* assignments receive zero on time points if turned in late.
- *Scratch* assignments may receive partial on-time points if turned in late, but only if the rubric is returned to Ms. Blomeyer prior to grading.

Cooperation Grading

Cooperation grades also earned by accumulating points. Points are awarded daily and also for returning forms with parent signatures. A student receives 5 points or 0 points each day. A student will receive 0 points for any of the following reasons:

- Student is tardy to class without an excused tardy pass.
- Student is absent from class.
- Student is talking excessively or out of seat.
- Student refuses to put away an electronic device when asked.
- Student is doing work for another teacher.
- Student is using a classroom computer inappropriately.
- **Student is eating.**

Grading Scale

The following is the grading scale for **Work Habits** grades based on accumulated points:

E	85% - 100%
S	65% - 84.9%
U	0% - 64.9%

The following is the grading scale for **Cooperation** grades based on accumulated points:

E	90% - 100%
S	65% - 89.9%
U	0% -64.9%

Grades are entered into Schoology regularly. Check grade often and don't get behind!