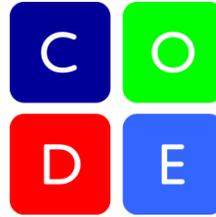


Computer Programming 1AB
 Ms. E. Blomeyer
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Course Description

In *Computer Programming 1AB*, students develop the computer science skills of algorithm development, problem solving, and programming. *Computer Programming 1* is not an introductory course. Students should have strong math skills and some prior exposure to programming concepts. A grade of C or higher in *Exploring Computer Science* is recommended.

Required Materials

- Spiral notebook for use in this class only
- USB Flash Drive
- Pencil /Eraser

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

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:

#	%	GB	Target
Y-1	10	LT1	I can use deductive reasoning to solve logic puzzles.
Y-2	5	LT2	I can write using correct English grammar, capitalization, punctuation and spelling.
Y-3	20	LT3	I can produce written and software artifacts that meet oral and written specifications.
S-1.1	10	LT4	I can write functions and use them correctly knowing when and how to pass parameters.
S-1.2	5	LT5	I can write code to draw lines, circles, and rectangles both outlined and filled.
S-1.3	5	LT6	I can use variables correctly in code and understand the difference between variables used in math and variables used in code.
S-1.4	8	LT7	I can write code to cause objects to move on the screen.
S-1.5	8	LT8	I can use looping constructs correctly in code.
S-1.6	5	LT9	I can layout a screen using horizontal and vertical alignments taking into account the size of the device the screen is to display on.
S-1.7	8	LT10	I can use conditional statements correctly in code.
S-1.8	8	LT11	I understand the concept of a list and can code them appropriately.
S-1.9	8	LT12	I understand the concept of event-interrupts and can code them appropriately.

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.

Detailed assignments by learning target will be given to you so you can keep track of whether or not you have turned in the minimum number of assignments to receive a score on the 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	Mastery in at least 8 of 12 learning targets and nothing lower than proficient in the rest.
B	Mastery in at least 3 of 12 learning targets, proficient in 6 of 12 learning targets and nothing lower than basic in the rest.
C	Proficient in at least 4 of 12 learning targets, and basic in 6 of 12 learning targets.
D	At least novice ability in at least 10 of 12 learning targets.
F	Does not meet any other criteria.

Work Habits Grading

Your work habits grade is determined by whether you turn in assignments on time or not and whether you bring your materials to class each day or not.

You will receive on-time points for each assignment. Some assignments can receive partial on-time points even if they are late. All on-time points are accumulated for the work habits grade in the course.

Cooperation Grading

Cooperation grades are also earned by accumulating points. 5 Points are awarded daily for classroom cooperation. A student receives either the full 5 points or 0 points. 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 both work habits and cooperation grades based on accumulated points:

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