

Exploring Computer Science A
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Exploring
 Computer
 Science

Course Description

In *Exploring Computer Science A*, students develop the computer science skills of algorithm development, problem solving, and programming. *Exploring Computer Science* is not an introductory course. Students are expected to know computer basics and should have completed Algebra 1 with a grade of "C" or higher.

Required Materials

- Spiral notebook for use in this class only
- USB Flash Drive
- Pencil /Eraser
- Sheet protector to hold assignments

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 mind benders.
Y-2	10	LT2	I can use deductive reasoning to solve number puzzles.
Y-3	5	LT3	I can write using correct English grammar, capitalization, punctuation and spelling.
Y-4	10	LT4	I can produce written and software artifacts that meet oral and written specifications.
S-1.1	7	LT5	I can compress and decompress both black/white images and color images using different compression algorithms.
S-1.2	8	LT6	I can encrypt and decrypt messages using multiple algorithms.
S-1.3	10	LT7	I can convert numbers and text between decimal and binary.
S-1.4	8	LT8	I can use conditional statements correctly in code.
S-1.5	8	LT9	I can use looping constructs correctly in code.
S-1.6	8	LT10	I understand the concept of inter-process communication and can use it appropriately in code.
S-1.7	8	LT11	I understand the concept of event-interrupts and can code them appropriately.
S-1.8	8	LT12	I can use variables correctly in code and understand the difference between variables used in math and variables used in code.

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.

You must also turn in both of the major projects for the semester.

Mastery Scale

M4 – Mastery	Student demonstrates complete and detailed understanding of the learning target and can help others who need assistance.
P3 – Proficient	Student demonstrates understanding of the learning target but may need some guidance.
B2 – Basic	Student demonstrates some understanding of the learning target but makes mistakes when working without assistance.
N1 – Novice	Student has limited understanding of the learning target.
NW	Student did not turn in work.

Grading Scale

A	Mastery in at least 9 of 13 learning targets and nothing lower than proficient in the rest.
B	Mastery in at least 3 of 13 learning targets, proficient in 7 of 13 learning targets and nothing lower than basic in the rest.
C	Proficient in at least 4 of 13 learning targets, and basic or higher in 7 of 12 learning targets.
D	At least novice ability in at least 11 of 13 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 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%