Fundamentals of Computer Science
Syllabus

Objective:
Fundamentals of Computer Science is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, and problem solving.

Assessments:
Assessments will be given to evaluate student progress. Mastery and skills development will take place through software records, teacher observations, discussions, projects, quizzes, and formal exams.

Communication:
Most of our communication will be via Remind. Students and parents who do not have Remind can opt for email communication.

- Your instructor is committed to responding to you within a 24-hour period of time.
- Often, you will receive a response much sooner.
- If you do not receive a response within 24 hours, please reach out to your instructor.
- We expect the same commitment from you.
- You are expected to check your school email and **Remind** account at least once a day.

Materials: All assignments, projects, and tests will be conducted online. No extra materials are needed.

Online Platform: Itslearning will be our official online platform. Students are expected to login on a daily basis to review and become informed of any updates, assignments

Grading Procedure:
Daily work is worth 60% of your grade
All Tests and major projects are worth 40% of your grade

Make-up work: The student is responsible for making up any tests or assignments when absent. Please contact me via email or Remind for further instructions on making up your assignments.

Late work: Late work is subject to point deduction depending on the circumstances. Any work that is accepted as late work will be graded as a 70 or lower.

Failed daily work, tests, and projects: If you score less than a 70 on any grade, <u>it is your responsibility to contact me via email or Remind</u> to request information on attempting the assignment again. *Semester exam retests are not permitted as per district policy.*

Borderline failing: If a student is failing below a 70, they will be given the opportunity to be placed on a course contract. (Student/Parent/Teacher) Course Contract work will only allow the student to receive an average of no higher than a 70.

Participation Requirements
To make the most of this course, we ask that students participate in live Zoom meetings. Lessons and instructions for projects will be covered in depth during this meeting. Proper netiquette (online etiquette) is listed below.

Netiquette (Online Etiquette) Statement
Please adhere to the same standards of behavior and professional respect online that you would follow in face-to-face communication with others, but most particularly when writing email and when taking part in collaborative and discussion board activities. Students are expected to adhere to the South Texas ISD Acceptable Use Policies when Using Networks.

Digital Citizenship Standards & Expectations
   ● Be on time.
   ● Wear school appropriate clothing when participating in lessons.
   ● Choose a good location and be aware of your background of your video camera when you are in a meeting.
   ● Mute yourself right when you join and keep your microphone muted when you are not speaking.
   ● Use the chat to ask questions and make comments related to the topic discussed.
   ● Give your full, focused attention.
   ● Use respectful behavior and language.
   ● Stick to appropriate topics of discussion.
   ● Use only appropriate icons, emojis, and avatars.

Technical Support
If you are in need of Technical Support, you can reach out to me first. If I am not able to resolve the issue, please use the following Student Technology Support Remind group for assistance: @rsaTech. This code is only to resolve any technology issues you may be having with your RSA accounts or software provided by the school. If you have other technical issues, such as the Internet, please contact your provider to further assist you.

Course Outline:

1st Quarter	● Technology Applications 　○ Email 　○ Google Drive 　○ Google Docs 　○ Google Slides 　○ Google Sheets 　○ FlipGrid
2nd Quarter	● Introduction to Computers and Technology 　○ Functions of a computer 　○ Computer Hardware 　○ Computer Software 　○ Binary
3rd Quarter	● Web Design 　○ HTML 　○ CSS
4th Quarter	● Animation and Video Game Design 　○ Drawing using Javascript 　○ Animating using Javascript 　○ Creating logic and conditions using Javascript