



Course	Programming, Games, Apps, & Society
Instructor	Ms. Batavia Sumlin
Room #	324
Contact Information	Email: batavia.sumln@henry.k12.ga.us Website: https://schoolwires.henry.k12.ga.us/Domain/12745 Phone: Google Voice-470-771-2518 (please leave message and I will return the call)

<u>Course Description</u>
<p>Programming, Games, Apps and Society is the third course in the Programming pathway. Students enrolled in this course should have successfully completed Introduction to Digital Technology and Computer Science. Mastery of these standards through project-based learning and leadership development activities of Technology Students Association (TSA) will help prepare students with a competitive edge for the global marketplace. After mastery of the standards in this course, students should be prepared to take the end of pathway assessment in this career area. Various forms of technologies will be used to expose students to resources, software, and applications of programming.</p> <p>**We will be following the CodeHS.com curriculum in addition to learning the following programming languages: Python, JavaScript, and C# through the use of extended activities.</p>
<u>Materials Needed</u>
<ul style="list-style-type: none"> ● Folder (3 prong or pocket) ● Chromebook





- Pen/Pencils/Colored Pencils
- Headphones for CPU in lab or Chromebook
- Flash Drive (>1 gb)
- Access to professional dress, business casual, interview ready, and career ready attire for monthly Dress for Success requirement.

Class Procedures

To ensure an optimum learning environment either online and in physical class, please adhere to the following:

- **All assignments are due by 11:59 p.m. prior to the next class session!** Example, if it is assigned on Monday and we meet on Wednesday, the assignment is due by 11:59 p.m. on Tuesday night. Please contact me directly if you cannot meet this requirement. **(Part of the Employability Standard)**
- Students will be respectful to all adults, classmates, and equipment. **(Part of the Employability Standard)**
- Students must be dressed in appropriate clothing for digital learning while in camera view and in any video or picture that you might have to do for assignments. **(Part of the Employability Standard)**
- **ABSOLUTELY NO FOOD OR DRINK INCLUDING WATER IN THE CLASSROOM.** **(Part of the Employability Standard)**
- All bags, backpacks, etc. **MUST** be placed out of the aisles.
- **NO** rolling around the room in the chairs. They are **NOT** for transportation. **(Part of the Employability Standard)**
- Students will be seated in class when the tardy bell rings. **(Part of the Employability Standard)**
- Students will not *charge* cell phones, portable electronic devices or play cards in class. **(Part of the Employability Standard)**
- Students will use computers/technology appropriately at all times. (see handbook)
- **ABSOLUTELY NO COSMETICS** to include perfume and scented lotions, COMBS, OR BRUSHES AROUND THE COMPUTERS **(Part of the Employability Standard)**
- Follow all rules in the Student Handbook.
- All work must be saved to your USB drive or cloud storage account. Most work can be completed at school and saved either during class, or after school with the teacher. If an assignment is needed to be completed outside of class, it will be noted on the assignment.





- No adjustments or changes should be made on any computer part *at any time*.
- Students are expected to create their own work. No cheating is allowed in this class. No copying of students files. No editing other student files to be your own. No plagiarism of any work from other students or the Internet will be tolerated in class. Appropriate discipline for violation of school rules will be followed in this course. (Please note that when we start coding/programming, there may be a case where you will be allowed to use someone else’s code to accomplish a task. That is fine, as long as you give credit to the person that you got the code from)

Grading Calculations	Percentage
<i>Formative-any assessment that demonstrates mastery over a topic or concept (i.e. quiz)</i>	40%
<i>Summative an assessment over all the standards learned in a unit or topic (i.e., Test/Project)</i>	40%
<i>End of Course Test /Final Exam</i>	20%
Formative/Summative(80%)+ Final(20%)=	Students Course Final Average(100%)

- | <u>Other Important Grading Information</u> |
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| <ul style="list-style-type: none"> • SHS instructors will input TWO grades per course a week. • Always review your student’s current class average in Infinite Campus. |

- | <u>Make- Up Work Policy</u> |
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| <ul style="list-style-type: none"> • Students are allowed to make up work for excused absences only, and it is their responsibility to get make-up work the first day they return. Don’t |





assume you will have class time to make up your work! You may need to make arrangements with me to stay before/after school. Assignments missed due to unexcused absences will result in a zero (0). Any student receiving out of school suspension (OSS) will have the same number of days they were assigned to make up their missed work from being out due to their suspension. Those days will start the day they return from their suspension. The only difference is if a student was assigned two days of OSS, they will have three days to complete the work. NO EXCEPTIONS, unless a disciplinary hearing is pending. **** After three days, work will not be accepted! Please be ready to expect penalties on all late work!**

Remote Learning Attendance Policy

- Attendance will be taken during a 1st period homeroom everyday. Your student is expected to be logged into their Chromebook by **8:15**.
- Students will be directed to complete attendance daily in their homeroom class.
- Teachers will simultaneously monitor attendance in a Google Meet live session during this Homeroom period to check for accuracy of student reports.
- Teachers and attendance clerks can override the student-recorded attendance recorded in IC.
- If a student forgets to mark him/herself as present, but the teacher “sees” him/her in the class (Visually sees him/her on camera, hears his/her voice during the class, or receives written correspondence from the student during the lesson via chat, email, assignment participation/submission), the teacher can correct the entry (up to 5 days) to record the student as present.

Teacher to Parent contact

The teacher will contact parents in the one or more of the following manners beyond progress reports cards, report cards, or open house activities:

- Google Classroom (updates, announcements, copies of assignments, class resources evidence of student work and grades in class)





- Download app on iOS or Android!
- Infinite Campus messenger
 - Academic conferences via Google Meets
 - Scheduled IEP meetings or SST process
 - E-mail or a phone contact during Parent Engagement Fridays

Parent to Teacher Contact

- The teacher should always be the first point of contact for a parent. The quickest way to contact your child’s teacher is through email. Teachers are required to respond to parent emails within 24 hours.
- In order to be informed of your child's progress on assignments always check Infinite Campus.
- Another way to check your child’s progress is through Google Classroom. Be sure to have your child’s teacher to enroll you in Google Classroom notifications that are sent to your email.

Course Schedule

- Unit 1-CTAE Foundations, Software Development & Apps in Society- 4 weeks
- Unit 2- Object Oriented Programming, Game Components, & Interactive Games and Apps-7 weeks
- Unit 3- Software Development Concepts (End of Pathway Assessment) & Game & App Portfolio-7 Weeks

Course Learning Standards by Unit/Topic	
Course Standards	Units/Topics
IT-PGAS-1-Demonstrate employability skills required by business and industry.	Unit 1- CTAE Foundations, Software Development & Apps in Society
IT- PGAS -9-Explore how related student	Please note that students will be required





Miscellaneous Information

If you would like to learn more about computer science and programming, there is a section on our Google Classroom for additional sites and activities called Extended Learning.

The following are optional purchases for class. These items **ARE NOT REQUIRED** but can enhance your learning experience of computer science. If you can find them used, that would be great.

- [Sphero Mini Programmable Ball-](#)
- [BBC Micro:Bit-](#)

EXPECTATIONS FOR ACADEMIC SUCCESS

- Complete daily classwork assignments
- Participate in class discussions and ask questions
- Participate constructively as a team member
- Problem solve and accept challenges
- Challenge yourself to continuously improve
- Check your grades on Infinite Campus (daily)
- Keep on top of work missed from absence





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