

Computer Programming 1

Course Syllabus

2016-2017

Teacher: Brad Quindt

Email: brad.quindt@humble.k12.tx.us

Website: <http://www.humbleisd.net/khs/quindt>

Grading:

Tests and labs will be double grades. Quizzes and homework will be regular grades.

Course Description:

Computer Programming is an introduction to the automated processing of information, including computer programming. This course gives students the conceptual background necessary to understand and construct programs, including the ability to specify computations, understand evaluation models, and utilize major constructs such as functions and procedures, data storage, conditionals, recursion and looping. At the end of this course, students should be able to read and write small programs in the language of Java in response to a given problem or scenario, preparing them to continue on to Computer Programming 2 (Honors level class). The knowledge and skills acquired and practiced will enable students to successfully perform and interact in a technology-driven society. Students enhance reading, writing, computing, communication, and reasoning skills and apply them to the information technology environment.

Student Expectations:

- It is school policy that we will protect the equipment from damage. No food is to be brought into the computer labs. There will be no exceptions. Violations to this policy will result with appropriate consequences.
- Student must abide by all HISD policies, including the discipline policies, regular and punctual attendance, tardy policies and good conduct.
- A student knowingly bringing prohibited materials into the school's electronic environment or deliberately attempts to degrade or disrupt system will be subject to suspension of access and/or revocation of privileges on the District's system and will be subject to disciplinary action in accordance with the Student Code of conduct.
- Students are expected to observe classroom etiquette and network etiquette.
- Electronic devices (phones, tablets, laptops) will need to be put away when the bell rings. They may be used only when the teacher gives clearance to do so.

As a student in this class, you will prepare yourself to enter a rapidly evolving global business environment that requires flexibility and adaptability. Technical skills learned will be of extreme benefit to you as you apply for jobs with business applications using emerging graphics and media technologies.

Units of Study *		Software *
<u>FALL</u> Intro to Java Simple Data Types Program Organization Control Structures Using Methods Making Methods OOP Encapsulation OOP Inheritance	<u>SPRING</u> Boolean Logic Array Data Structure String Methods Algorithms Text Files Intermediate Graphics * Subject to change at any time	MS PowerPoint MS Word Notepad ++ Eclipse JGrasp Wordpad/Notepad Photoshop * Subject to change at any time

Necessary Supplies: Each student will need the following:

- Pencils and ink pens.
- Flash-drive- highly suggested to have each class period
- Headphones- highly suggested to have each class period

Attendance Guidelines: Students are expected to make up all work missed because of activities, absences, or tardies. Work may be completed during lunch. Making up missed work does not excuse or erase the absence/tardy, it merely recovers the lost points. Missing work counts as a zero score and will affect the academic grade until the student comes in to make up the missing work.

Late Work Policy: Late work will only be accepted in accordance with the Kingwood High School policy, as stated in the student handbook.

Determination of Course Grades:

The evaluation of Computer Programming is based on daily activities, quizzes, labs, exams, and a project or two. Daily activities and quizzes are considered minor grades. Projects, labs, and any exams are considered major grades and are counted twice. Participation is crucial to success in the class.

Tutoring/Makeups. Tutoring and Make up will take place during One Lunch. Official tutoring day is Wednesday A block, but appointments can be made for other days.

Disciplinary policy: See Kingwood High School Student-Parent Handbook and student code of conduct.

AUP- Students are expected to follow the policies and procedures regarding technology at all times. Failure to do so will result in removal from the computer station for the day. Depending on the level of violation, students may be removed from computer work station for the duration of the course. I create a rich technology environment and students violating policy will not benefit from it. I strongly believe in embracing technology and providing a strong foundation in computer application software and web tools. I will have alternative assignments available but would rather see students choose to engage in the class refining their 21st Century Skills.

TECHNOLOGY IS A PRIVILEGE NOT A RIGHT! MISUSE WILL NOT BE TOLERATED!