***Documentation Packet [ 01 25 08 24 A ] Aug 25th 2023***

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| Student Name: |  |
| Goals:  1. Get lab equipment set up for the year 2. Get acquainted with the DocPac system 3. Understand the classroom expecations | Events:  1. DocPac Due Aug. 25th 2. Pog Audit, Thursday |
| Included Documentation  1. Junior Developer Training 2. [J] Random Card Generator 3. [S] Task List Assessment 4. Reflection 5. Syllabus | Required Documentation:  1. Junior Developer Training Signature 2. [J] Random Card Generator 3. [S] Task List Assessment 4. Reflection 5. Signed Syllabus |
| Changes/Notes:  1. Major changes addressed in Weekly Review | |

# [S] Task List Assessment

Print or obtain a printed copy of your Task List for Computer Programming (if you do not know how to find this, ask a Senior).

Next to each Task List Item, mark the item with one of the three following symbols accordingly:

* ✔ - You know this skill well, and could use it practically and pass an assessment on it
* ➖ - You know some things about this skill, but need more practice or explanation
* ❌ - You know almost nothing about this skill, and need a lesson on it

Afterwards, count how many of each symbol you marked, and write those numbers and your name on the front of the Task List. Submit in the DocPac.

# [J] Random Card Generator

Print or obtain a printed copy of Random Card Generator located in this DocPac folder. Complete the assignment as instructed in the document. Write you name on it and submit the completed assignment in the DocPac.

# Syllabus

Print or obtain a printed copy of the Syllabus. Review the entire syllabus with your parents/guardians. Have them sign it, then submit it in your DocPac.

# Personal Project Progress

What did you work on with computers and technology over the summer? In the box below, write where (specifically) the instructor can find proof of this work or test it.

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# Junior Developer Training

**Seniors:** for this assignment, you will…

1. Find a Junior Developer in class who requires assistance (they will not have a Senior Developer Signature in their ‘Internship‘ assignment for this week).
2. Assist the Junior Dev. in the following in order using their laptop and lab machine…
   1. Login with the appropriate credentials.
      1. School laptop: school account.
      2. Lab machine: IT Network account.
   2. Setup OneDrive and create a new folder for this class/year.
   3. Setup Github Desktop.
   4. Locate this year’s DocPac Git Repo on Github.com under the user ‘csmith1188’
      1. Clone the repo to the folder in step (a).
   5. Setup VSCode and open the folder in step (a) as a project
   6. Edit the Readme.md in the local DocPac git repo and add their name
      1. Submit a PR to have their changes accepted.
3. Using the Junior Developer’s laptop, assist them in properly printing out this week’s DocPac
   1. Print to the “FIND ME B&W on YCSTPRINT” printer.
   2. One sheet of 11x17 inch paper, double-sided (flip on short edge).
   3. Must be printed so that when folded in half, it creates a four page booklet with the Title on the front, the grading rubric on back, and the middle faces oriented correctly.
4. Sign the Signature box in the Junior Developer’s DocPac when it is printed out.
5. Print our your own DocPac, and have the Junior Developer sign the Signature box.
6. Edit the Readme.md in the local DocPac git repo and add their name
   1. Submit a PR to have their changes accepted.

If you cannot find a Junior, you may give the instructor 10 Pogs to receive a B on the assignment.

**Juniors:** for this assignment, you will…

1. Work with a Senior Developer to complete all of the tasks outlined in their portion of this assignment.
2. Print our your own DocPac, and have the Senior Developer sign the Signature box.
3. Sign the Signature box in the Senior Developer’s DocPac when it is printed out.
   1. *If you do not understand anything about the DocPac system, have your Senior clarify now.* ***Do not sign until all of your questions are answered.***

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| ***Signature Box*** |
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# Reflection

**What was/were a serious obstacle(s) to your success in this class last year? What are things you plan to do differently to overcome this?**

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**What opportunities might you have missed to advance your career or develop a skill over the summer?**

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**What are obstacles this year that are new? What will you do to avoid them becoming a problem for this class?**

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**What do you hope to accomplish this year in school or in Computer Programming class? How do you plan to achieve it?**

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| 10 | You went above and beyond expectations. You applied knowledge that was not taught in this class in addition to what was taught. Additional rewards are given | * All assignments start at 10/10 possible points * 1 point is deducted per infraction   + Lateness   + Mistakes   + Unprofessionalism   + Not following instructions * Outstanding submissions, or submissions on assignments not marked in “Required Documentation” can reward pogs |
| 10 | You performed as well as can be expected for this class. You show a complete understanding and made no mistakes. You have mastered the subject. |
| 8 | Assignment is complete. You show a good understanding of the subject, but there are mistakes or minor incorrect details. You are ready to move to new subjects. |
| 7 | You show and understanding of the subject, but there are serious errors, or there are pieces you can practically use without understanding them. Remediation needed. |
| 6 | Assignment is incomplete but/or you showed that you understand at least the fundamentals of the subject. Assignment is low effort. Serious need of remediation. |
| 5 | You show minimum effort, assignment is incomplete, or have serious mistakes. You did not demonstrate that you understand the content or purpose of the submission. |
| 0 | The work was not submitted, damaged, seriously incorrect, or unprofessional. The submission is rejected. |

# Junior Developer Training

# [J] Random Card Generator

# [S] Task List Assessment

# Reflection

# Signed Syllabus