

Course Expectations and Policies

Contact

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https://docs.google.com/spreadsheets/d/1_SjYCn4jPSHtEOKXtmjW7_-owYX6Q6xOGvjufZZjqR4/edit?usp=sharing

Big Ideas

- Syntax
- Research
- Mapping

Course Materials

- Computer (an iPad won't do)
- Paper and writing utensils

Preparedness

- Arrive on time, awake, and ready to engage.
- Homework, handouts, quizzes, grades and other course documents will be posted on Seesaw; *it is your responsibility to check Canvas regularly and stay organized.*
- You must bring a computer to class every day. Please ensure that it is charged sufficiently so that it won't die mid-class.

Technology

- Bring your computer to class; programming without a computer is impossible.
- I expect that your use of the computer in class will be relevant to our coursework at all times; *please do not browse the internet, send instant messages or emails, or use the computer in a way that takes your attention away from our class.*

Class Participation

- Every student is expected to contribute positively during class meetings.
- Your overall engagement might affect a "close call" grade at the end of a term.
- Student engagement and participation can positively or negatively affect a classroom environment. You should keep this in mind and do your part to make our classroom lively and fun.

Absences

- If you miss a class for any reason, please contact me as soon as possible so you can make up missed work and get back on track quickly.

Homework Assignments

- Homework is an opportunity for you to practice new skills, solidify your understanding of concepts, experiment, be bold, take risks, and try new things.
- Small, regular assignments will often culminate in larger projects and assessments. *Regular completion of your homework is necessary for success in this class.*
- When homework is due, it should be submitted through Seesaw unless otherwise specified.
- Homework will be graded on submission (did you try it), completeness (completion of basic requirements), and quality (did you do something exceptionally well). Late homework will be penalized per department policies.
- Sloppy, incomplete, late, or excessively basic homework will not receive a top score.
- In programming, there are many good solutions; if you are unsure if your method is a good way of tackling a problem, please check with me.

Seesaw, Planning and Reflection Work

- From time to time, you will complete online work on Seesaw. This can happen during class (announced or unannounced) or will be completed as homework. These assignments will be straightforward, will reinforce ideas we have discussed in class, help you plan your projects, or ask you to reflect on various aspects of the class.
- Depending on the assignment, the points for this work will vary.

Major Assessments

- You will have at least 4 major assessments throughout the term.
- These assessments will always be announced. They will most likely be larger programming projects that will span several days.
- It is department policy that if you are absent from class on the day of a test and the absence is an unexcused absence, you will only be credited with 90% of your score.

Time for Tests, Projects, and In-Class Work

- I will do my best to plan projects that are the correct length for the time allowed. If you think you will need more time, you may ask for an extension. Extensions will be considered on a case by case basis, and **will not be granted if requested within 24 hours of the scheduled due date.**
- Project due dates will be assigned thoughtfully, accounting for the school's schedule and the demands on student time. You should plan accordingly, plan in advance, and use your time wisely. Late assignments will be penalized per department policy.

Grades

- Each assessment will be graded out of 5. In general, the following rubric will be followed:
 - 5: exceeds expectations
 - 4: meets expectations
 - 3: nearly meets expectations
 - 2: meets some expectations
 - 1: does not meet expectations, but something was submitted
 - 0: no submission
- Occasionally assignments will be out of 1, and you will earn a 1 if you did it, a 0 if you did not do it.
- You may earn half points (a 3.5, for example), but grades will not be broken down further than a half-point.
- Comments will be posted online in Seesaw. Grades will be kept in a separate gradebook. I am always happy to review your grades with you, after you have read my feedback online.
- Homework and online work are worth 15% of your grade.
- Tests, quizzes and projects are worth 85% of your grade.

Accommodations

- If you have approved accommodations, please make an appointment with me so we can discuss your accommodations within the context of this class.

Academic Honesty and Collaboration

- Please feel free to work together on informal daily work. Working together is fun!
- If you work together on a homework assignment, please be sure that you each have a copy of the resulting work for your reference. *You must each submit a copy of your work on Seesaw, and note your collaboration in your comments.*
- Work on certain in-class programming assignments and tests should be completely yours, and collaboration is not allowed. The honor pledge on such assignments will be required.

- Collaboration on certain major assessments (such as long-term programming projects) will be allowed only by permission. When you work together once you have received permission, you should cite all the contributors in the comments of your code.
- Programmers often reuse found code; this practice is acceptable provided you cite the source in your comments and include a thorough explanation of the code's function. A good rule of thumb is 80% original code, 20% borrowed code. Ask me if you are unsure.
- Review the rules for coding outlined in the MIT handbook, linked below. These are the rules we will follow this year.
- <https://integrity.mit.edu/handbook/writing-code>