Welcome!

First and foremost, visit my website at walkerweb.me

There you will find a little bit about me, and all of the course materials you need can be accessed through the website under the “Classes” tab at the top.

**What You Will Need**- Your first grade will be based on you bringing the two required materials;

1. **A Design Journal.** You must find a folder with a 3-prong section in the center to create a journal. The design journal is a very big part of your grade.
2. **A Flash Drive.** You must bring one the first week of class and save copies of all your projects on that flash drive

**Course Expectations**

*First and foremost, students are responsible for saving multiple copies* of their work! The first unit will be on the use of your computer’s operating system, including saving, sending, and submitting files via Google Classroom, so it is expected that students take responsibility and keep track of their digital work.

*All assignments will be on Google Classroom*, along with materials needed to complete the assignment. Important graded assignments will be on the class website (walkerweb.me/gamesAnimation.html). All assignments are to be turned in as per instructions on Google Classroom

*Use class time productively.* I am willing to be flexible on due dates for students who are working hard and still have finishing touches to complete, however if projects aren’t completed because class time was not used for working, students will not be able to earn full credit.

*Write in your design journal* every day, and keep it organized. Each day we will start class off with a topic to write about in your design journal, and notes on your design process should also be taken as you learn new skills. Each entry should have a date, and quizzes will be based off of notes and warm ups from your design journal.

*Collaboration and Digital Citizenship*. Technology provides so many opportunities to learn and share information. Students are expected to communicate what they learn, as well as respectfully critique and guide other students in the class. Students will be given projects where a part of their grade depends on their ability to communicate, and demonstrate their learning with classmates, as well as critique and revise the work of others.

**Grading**

There are 3 categories for grades in this course;

**Quizzes (15%)** -Based off of notes taken in your design journal and daily warm-ups. Quizzes can be re-taken for a better grade.

**Practice (50%)-** In class practice including note taking, and exercises submitted via Google Classroom. Your Design Journal check grades are included in this category

**Projects (35%)-** Major projects, one for each unit that demonstrate skills learned with computer programs. Checklists listing the specific things each project will be graded on for each project will be handed out to students.

Students can earn extra credit by going above and beyond expectations outlined for projects and taking extra notes in the design journal. Students are also welcome to come in and use the computer lab before and after school Monday and Tuesday, as well as during Wildcat period, if needed to complete projects and exercises.