

College of Information Technology and Computing
Department of Information Technology

SYLLABUS

Course Title: **Computer Programming 1**

Course Code: **IT112**

Credits: 3 units (2 hours Lecture, 3hrs Laboratory)

USTP Vision

A nationally-recognized Science and Technology (S&T) university providing the vital link between education and the economy

USTP Mission

- Bring the world of work (industry) into the actual higher education and training of the students;
- Offer entrepreneurs of the opportunity to maximize their business potentials through a gamut of services from product conceptualization to commercialization;
- Contribute significantly to the national development goals of food security and energy sufficiency through technology solutions.

Program Educational Objectives:

PE01: Graduates are proficient in the IT field and able to engage constantly in technological and professional advancement by pursuing a higher academic level and practicing quality

Semester/Year: **1st Semester SY 2025-2026**
Class Schedule: Bldg./Rm. No.ICT Building 9
IT1R1 (Lec Mon 8:00-10:00am/Lab Thurs 7:00-10:00am) 09-302(CITC Lab 3)
IT1R2 (Lec Mon 10:00-12:00pm/Lab Thurs 10:00-1:00pm)09-302(CITC Lab 4)

Instructor: **ARLENE A. BALDELOVAR** Email:
arlene.baldevar@ustp.edu.ph
Mobile No.: +639128377007

Prerequisite(s):
None Co-
requisite(s):
None

Consultation Schedule: M 1:00-3:00pm
Bldg.Rm. No.: ICT Bldg IT Faculty Office
Office Phone No./Local: (088) 856 1739
local 1153

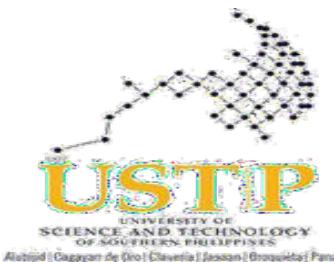
I. Course Description:

Welcome to "Introduction to Computer Programming Using C," a foundational course designed for first-year Information Technology students to dive into the world of programming with the C language. This course will equip you with the essential skills and knowledge to write, debug, and manage C programs through a hands-on approach and practical applications.

II. Course Outcomes:

Course Outcomes (CO)	Program Outcomes (PO)														
	a	b	c	d	e	f	g	h	i	k	l	m	n	o	
CO1: Design, implement, test, debug and document computer programs using a variety of current tools and technologies	D	D	D	E	I	I	I	D	D	D	E	I	I	E	
CO2: Interpret the mathematical concepts of a programming related problem-solving task and translate them into programming logic and expressions.	D	D	D	E	I	I	I	D	D	D	E	I	I	E	
CO3: Understand the relationship between computer programs and organizational processes	D	D	D	E	I	I	I	D	D	D	E	I	I	E	

III. Course Outline:



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improvement in their career and personal lives.		Allotted Time	Course Outcomes (CO)	Intended Learning Outcomes (ILO)	Topic/s	Suggested Readings	Teaching-Learning Activities	Assessment Tasks/Tools	Grading Criteria	Remarks
<p>PE02: Graduates are competent in generating new ideas and innovations in Information Technology with more emphasis on technopreneurship, management, IT solutions and the likes through research collaborations.</p> <p>PE03: Graduates are practicing professionals in the field of Information Technology who can contribute significantly to human development, socio-economic transformation, and patriotic initiatives.</p> <p>Core Values</p> <ul style="list-style-type: none"> A. Unselfish Dedication – Selfless commitment and complete fidelity towards a course of action or goal B. Social Responsiveness- Ethical / moral responsibility leading to corrective action on social issues and contribution for the betterment of the environment and the community's equality of life C. Transformational Leadership – leading through inspiration and by example to foster positive change with the end goal of developing followers into leaders D. Prudence – self-governance leading to circumspection and good judgment in the management of affairs and use of resources. 		Week 1 (Aug. 7-8, 2025) 2 hrs			<p>Course Orientation</p> <ul style="list-style-type: none"> • University's Vision and Mission • CITC Goals and Objectives • Class Policies and Agreement • Grading System • Course Requirements • Course Syllabus, Course Outline Presentation 	Student Handbook Course Syllabus				
		Lec 1 Lab 3 Week 2 5 hrs. Aug 11-15	CO1, CO2	1. Set up a programming environment and write a basic program to demonstrate understanding of the programming language's syntax.	<p>Introduction to Programming</p> <ul style="list-style-type: none"> • Overview of the course • Introduction to programming languages • Setting up the programming environment • Writing and running your first program 	<ul style="list-style-type: none"> • Textbooks • Manuals and Tutorials - [1] - [4] • YouTube Channels and Playlists - [5] - [8] 	<ul style="list-style-type: none"> 1. Reading assignments on the topics with questions to be answered and submitted 2. Lecture/ discussion 3. Peer-to-peer teaching 4. Oral recitations 5. Laboratory Exercises 	<ul style="list-style-type: none"> 1. Reporting/ Oral Exam 2. Assignments/ Practice Exercises 3. Short quiz on different programming languages. 4. Class participation 	<ul style="list-style-type: none"> Rubric for Reporting Rubric for Research Assignment Rubric for Journal 	

Program Outcomes: a: Apply knowledge of computing, science, and mathematics in solving computing/IT-related problems through critical and creative thinking. b: Use current best practices and standards in solving complex computing/IT-related problems and requirements; c: Analyze complex computing/IT-related problems by applying analytical and quantitative reasoning; and define the computing requirements appropriate to its solution; d: Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer based-systems;	Lec 2 Lab 3 Week 2 5 hrs. Aug 18-22	CO1, CO2	1. Create flowcharts to visually represent algorithms. 2. Write pseudocode to describe algorithms in a structured, language-agnostic manner.	Introduction to flowcharting and Algorithm <ul style="list-style-type: none"> Definition and Importance of Algorithms Definition and Importance of Flowcharts Symbols and Components of Flowcharts Steps to Create a Flowchart Basic Flowchart Examples Writing Simple Algorithms Converting Algorithms to Flowcharts Flowcharting Best Practices 	<ul style="list-style-type: none"> Textbooks Manuals and Tutorials - [1] - [4] YouTube Channels and Playlists - [5] - [8] 	1. Reading assignments on the topics with questions to be answered and submitted 2. Lecture/ discussion 3. Group discussion/ presentation 4. Peer-to-peer teaching 5. Oral recitations 6. Laboratory Exercises	1. Practical Assignment 2. Flowchart Creation Assignment 3. Pseudocode Writing Assignment 4. Quiz on Flowcharts and Pseudocode 5. In-Class Participation	Rubric for Flowchart Creation Assignment Rubric for Pseudocode Writing Assignment	
			1. Dive into the core concepts of programming, including variables, data types, and basic input/output operations. 2. Explore arithmetic operations and learn to manipulate	Basic Concepts and Syntax <ul style="list-style-type: none"> Variables and data types (1.5 hrs.) Basic input and output operations (1.5 hrs.) Arithmetic operations (2 hrs.) 	<ul style="list-style-type: none"> Textbooks Manuals and Tutorials - [1] - [4] YouTube Channels and Playlists - [5] - [8] 	1. Reading assignments on the topics with questions to be answered and submitted 2. Lecture/ discussion 3. Group discussion/ presentation	1. Practical Assignments/ Practice Exercises 2. Quiz on data types, variable declaration and basic input operations.	Rubric for Assignment	



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<p>e: Design creatively, implement and evaluate different computer-based systems, processes, components, or programs to meet desired needs and requirements under various constraints;</p> <p>f: Integrate effectively the IT-based solutions into the user environment with appropriate consideration for public health and safety, cultural, societal, and environmental concerns;</p> <p>g: Select, adapt and apply appropriate techniques, resources, skills, and modern computing tools to complex computing activities, with an understanding of the limitations;</p> <p>h: Function effectively as individual, or work collaboratively and respectfully as a member or leader in diverse development teams and in multidisciplinary and/or multicultural settings;</p> <p>i: Assist in the creation of an effective IT project plan;</p> <p>j: Communicate effectively in both oral and in written form by being able to deliver and comprehend instructions clearly; and present persuasively to diverse audience the complex computing / IT-related ideas and perspectives;</p> <p>k: Assess local and global impact of computing information technology on individuals, organizations, and society;</p>			<p>data effectively.</p>			<p>4. Peer-to-peer teaching 5.Oral recitations 6. Laboratory Exercises</p>				
		<p>Lec 2 Lab 3 Week 4 5 hrs Sept 1-5</p>		<p>CO1, CO2</p>	<p>1. Master the art of decision-making with conditional statements such as if, if-else, and switch.</p> <p>2. Learn to use logical operators to create more complex decision-making structures.</p>	<p>Control Structures: Selection</p> <ul style="list-style-type: none"> Conditional statements (if, if-else, switch) Logical operators 	<ul style="list-style-type: none"> Textbooks Manuals and Tutorials - [1] - [4] YouTube Channels and Playlists - [5] - [8] 	<p>1. Reading assignments on the topics with questions to be answered and submitted</p> <p>2. Lecture/ discussion</p> <p>3. Group discussion/ presentation</p> <p>4. Peer-to-peer teaching</p> <p>6. Laboratory Exercises</p>	<p>1. Reporting/Oral Exam</p> <p>2. Assignments/</p> <p>3. Activity Exercises</p> <p>4. Quizzes</p> <p>5. Journals</p>	<p>Rubric for Reporting</p> <p>Rubric for Research Assignment</p> <p>Rubric for Activity</p> <p>Rubric for Journal</p>
		<p>Lec 2 Lab 3 Week 5 5 hrs Sept 8-12</p>		<p>CO1, CO2</p>	<p>1. Discover how to manage repetitive tasks using loops (while, for, do-while).</p> <p>2. Learn about nested loops and control statements</p>	<p>Control Structures: Repetition</p> <ul style="list-style-type: none"> Loops (while, for, do-while) Nested loops Loop control statements (break, continue) 	<ul style="list-style-type: none"> Textbooks Manuals and Tutorials - [1] - [4] YouTube Channels 	<p>1. Reading assignments on the topics with questions to be answered and submitted</p> <p>2. Lecture/ discussion</p>	<p>1. Reporting/ Oral Exam</p> <p>2. Assignments/ Activity</p> <p>3. Quizzes</p> <p>4. Journals</p>	<p>Rubric for Reporting</p> <p>Rubric for Research Assignment</p> <p>Rubric for Activity</p> <p>Rubric for Journal</p>

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I: Act in recognition of professional, ethical, legal, security and social responsibilities in the utilization of information technology;

m: Recognize the need to engage in independent learning and be at pace with the latest developments in a specialized field in IT, with emphasis on Database Management and Information System; Network Design and Administration; and Computer Vision and Image processing for continual development as a computing professional;

n: Participate in generation of new knowledge; or in research and development projects aligned to local and national development agenda or goals with the end view of contributing to the local and national economy; and

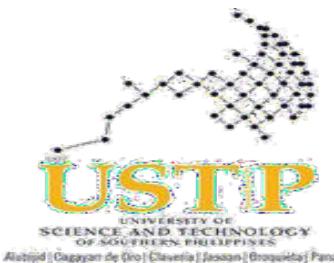
o: Preserve and Promote “Filipino historical and cultural heritage”.

			<p>like break and continue to refine your loop control.</p>		<p>and Playlists - [5] - [8]</p>	<p>3. Group discussion/presentation 4. Peer-to-peer teaching 5. Oral recitations 6. Laboratory Exercises</p>		
Week 6 (1hrs)								
Lec 2 Lab 3 Week 6 5hrs Sept 15-19	CO1, CO2, CO3	<p>1. Understand the principles of modular programming by defining and calling functions.</p> <p>2. Study parameter passing, return values, and the scope of variables to write clean, efficient code.</p>	<p>Functions and Modular Programming</p> <ul style="list-style-type: none"> Defining and calling functions Parameter passing Return values Scope of variables 	<ul style="list-style-type: none"> Textbooks Manuals and Tutorials - [1] - [4] YouTube Channels and Playlists - [5] - [8] 	<p>1. Reading assignments on the topics with questions to be answered and submitted</p> <p>2. Lecture/discussion</p> <p>3. Group discussion/presentation</p> <p>5. Laboratory Exercises</p>	<p>1. Reporting/ Oral Exam</p> <p>2. Assignments/ Activity</p> <p>3. Quizzes</p> <p>4. Journals</p>	<p>Rubric for Reporting</p> <p>Rubric for Research Assignment</p> <p>Rubric for Activity</p> <p>Rubric for Journal</p>	
Week 7 5hrs Sept 22-26		<p>1. Get acquainted with arrays and lists, including how to access and</p>	<p>Arrays and Lists</p> <ul style="list-style-type: none"> Introduction to arrays Accessing array elements 	<ul style="list-style-type: none"> Text books 	<p>1. Reading assignments on the topics with questions to be</p>	<p>1. Reporting/Oral Exam</p> <p>2. Assignments/ Activity</p>	<p>Rubric for Reporting</p> <p>Rubric for Research Assignment</p>	

	Oct 06-10								
		Week 10-11 10 hrs Oct 13-17	CO1, CO2, CO3	<p>1. Explore the fundamentals of file operations, including opening, closing, reading, and writing to files.</p> <p>Understand file concepts essential for data management.</p>	<p>Introduction to Files</p> <ul style="list-style-type: none"> File concepts Opening and closing files <p>Reading from and writing to files</p>	<ul style="list-style-type: none"> Text books Manuals and Tutorials - [1] - [4] YouTube Channels and Playlists - [5] - [8] 	<p>1. Reading assignments on the topics with questions to be answered and submitted</p> <p>2. Lecture/ discussion</p> <p>3. Group discussion/ presentation</p> <p>4. Peer-to-peer teaching</p> <p>5. Oral recitations</p> <p>6. Laboratory Exercises</p>	<p>1. Reporting/ Oral Exam</p> <p>2. Assignments/ Activity</p> <p>3. Quizzes</p> <p>4. Journals</p>	<p>Rubric for Reporting</p> <p>Rubric for Research Assignment</p> <p>Rubric for Activity</p> <p>Rubric for Journal</p>
	Week 12 5hrs Oct 20-24		CO1, CO2, CO3	<p>1. Learn how to read data from sequential files,</p> <p>2. process file data, and handle end-of-file conditions to</p>	<p>Sequential Files: Reading</p> <ul style="list-style-type: none"> Reading data from sequential files Processing file data Handling end-of-file conditions 	<ul style="list-style-type: none"> Text books Manuals and Tutorials - [1] - [4] YouTube Channels 	<p>1. Reading assignments on the topics with questions to be answered and submitted</p> <p>2. Lecture/ discussion</p>	<p>1. Reporting/ Oral Exam</p> <p>2. Assignments/ Activity</p> <p>3. Quizzes</p> <p>4. Journals</p>	<p>Rubric for Reporting</p> <p>Rubric for Research Assignment</p> <p>Rubric for Activity</p>

				ensure robust file handling.		and Playlists - [5] - [8]	3. Group discussion/presentation 4. Peer-to-peer teaching 5. Oral recitations 6. Laboratory Exercises			
				1. Study how to write data to sequential files and append data as needed. 2. Focus on ensuring data integrity throughout the writing process.	Sequential Files: Writing <ul style="list-style-type: none">Writing data to sequential filesAppending data to filesEnsuring data integrity	<ul style="list-style-type: none">Text booksManuals and Tutorials - [1] - [4]YouTube Channels and Playlists - [5] - [8]	1. Reading assignments on the topics with questions to be answered and submitted 2. Lecture/discussion 3. Group discussion/presentation 4. Oral recitations 5. Laboratory Exercises	1. Reporting/ Oral Exam 2. Assignments/Activity 3. Quizzes 4. Journals	Rubric for Reporting Rubric for Research Assignment Rubric for Activity	
				Week 14 5hrs Nov 03-07	CO1, CO2, CO3 1. Delve into advanced file operations, including working with different file modes and	Advanced File Operations <ul style="list-style-type: none">Working with different file modesError handling in file operations	<ul style="list-style-type: none">Text books	1. Reading assignments on the topics with questions to be answered 2. Assignments/Activity 3. Quizzes	Rubric for Reporting Rubric for Research Assignment	

			<p>error handling.</p> <p>2. Learn to use file pointers effectively for more complex file manipulations .</p>	<ul style="list-style-type: none"> Using file pointers 	<ul style="list-style-type: none"> Manuals and Tutorials - [1] - [4] YouTube Channels and Playlists - [5] - [8] 	<p>and submitted</p> <p>2. Lecture/ discussion</p> <p>3. Group discussion/ presentation</p> <p>4. Peer-to-peer teaching</p> <p>5. Laboratory Exercises</p>	4. Journals	Rubric for Activity	
Week 15-16 10hrs Nov 10-14	CO1, CO2, CO3	1. Apply your knowledge to real-world scenarios by developing a small application that uses sequential files. 2. Gain practical experience and deepen your understanding of file operations.	<p>Projects and Applications</p> <ul style="list-style-type: none"> Real-world applications of sequential files Project work: Developing a small application that uses sequential files 		<ul style="list-style-type: none"> Text books Manuals and Tutorials - [1] - [4] YouTube Channels and Playlists - [5] - [8] 	<p>1. Reading assignments on the topics with questions to be answered and submitted</p> <p>2. Group discussion/ presentation</p> <p>3. Quizzes</p> <p>4. Journals</p>	<p>1. Reporting/ Oral Exam</p> <p>2. Assignments/Activity</p> <p>3. Quizzes</p> <p>4. Journals</p>	Rubric for Reporting	
Week 17 10hrs Nov 17-21		Apply your knowledge to real-world scenarios by developing a small application that	<p>Projects and Applications</p> <ul style="list-style-type: none"> Real-world applications of sequential files 	<ul style="list-style-type: none"> Text books 	<p>1. Reading assignments on the topics with questions to be answered</p>	<p>1. Reporting/ Oral Exam</p> <p>2. Assignments/Activity</p> <p>3. Quizzes</p>	Rubric for Reporting		



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IV. Course Requirements:

1. Class Attendance and Participation Policy:

Attendance:

- Follow the guidelines in the Student Handbook.

Classroom Behavior:

- Communicate respectfully with peers and instructors.
- Address the instructor formally and politely; use public or private messages for clarifications.

Participation Rules:

- One student speaks at a time; contributions should be respectful and relevant.

2. References/Course Materials

1. Titles, authors, and editions of textbooks and other materials recommended:

- Perry, G., & Miller, D. (2019). *C programming absolute beginner's guide* (3rd ed.). Pearson Education.
- Metzler, N. (2019). *C programming: A detailed approach to practical coding*. Independently published.
- Yadav, Anil Kumar and Vinod Kumar Yadav. (2019). Data structures with C programming. Canada : Arcler Press.
- Malik, D.S. . (2019). *C++ programming including data structures*. Australia : Cengage
- Norton, W. (2020). *The C programming language: A comprehensive beginner's guide to learn and understand C programming effectively*. Independently published.
- iCode Academy. (2017). *C programming for beginners: Your guide to easily learn C programming in 7 days*. Independently published.

2. Manuals and Tutorials

- | | |
|---|---|
| i. GNU C Library Documentation | [1] (https://www.gnu.org/software/libc/manual/) |
| ii. C Programming Tutorials" by TutorialsPoint | [2] (https://www.tutorialspoint.com/cprogramming/index.htm) |
| iii. Learn C Programming" by Programiz | [3] (https://www.programiz.com/c-programming) |
| iv. C Programming Language Tutorial" by GeeksforGeeks | [4] (https://www.geeksforgeeks.org/c-programming-language/) |

3. YouTube Channels and Playlists

- | | |
|---|---|
| i. "ProgrammingKnowledge" YouTube Channel | [5] https://www.youtube.com/playlist?list=PLS1QulWo1RIYmaxcEqw5JhK3b-6rgdWO_ |
| ii. "FreeCodeCamp.org" YouTube Channel | [6] https://www.youtube.com/watch?v=KJgsSFOSQv0 |
| iii. "CodeWithHarry" YouTube Channel | [7] https://www.youtube.com/playlist?list=PLu0W_9IiI9ah7DDtYtflgwMwpT3xmjXY9 |
| iv. "Simplilearn" YouTube Channel | [8] https://www.youtube.com/watch?v=ZSPZob_1TOk |

3. Course Materials:

- text editors: notepad/ notepad++
- IDEs: Code::Blocks /CodeLite/Dev C++, VS Code

4. Grading System

Lecture Grade (67%)	
Performance Item/Criteria	%
Class Performance Item	10%
Quizzes (All quizzes, prelim and pre-final exams)	40%
Major Exams (i.e, Midterm and Final Exams)	30%
Performance Innovative Task / Project	20%
TOTAL	100%
Laboratory Grade (33%)	
Performance Item/Criteria	%
Laboratory Exercises/Reports	30%
Laboratory Major Exam	40%
Hands on Exercises	30%
TOTAL	100%

Term/Periodic Grade = 67% Lecture Grade + 33% Laboratory Grade

Options:
FINAL GRADE (FG) = 1/3 Midterm Grade (MTG) + 2/3 Final Term Grade (FTG)
FINAL GRADE (FG) = 1/2 Midterm Grade (MTG) + 1/2 Final Term Grade (FTG)
 (Passing Percentage is 70%)
 Ex. In a 10-item quiz, obtaining 7 points would be equivalent to a passing score.

5. Assignments, Assessment, and Evaluation:

- (a) Policy concerning homework
 - 1. At least a minimum of 5 homework's/assignments will be given in a Term
- (b) Policy concerning make-up exams
 - 2. Refer to USTP Revised Student Handbook
- (c) Policy concerning late assignments/requirements

3. Late assignments submission due to absence will not be accepted unless if absence is excused (Refer to USTP Revised Student Handbook for excused absences)

(d) Preliminary information on term papers or projects, with due dates

4. Late projects will be given equivalent deduction per day

(e) Description in detail of grading processes and criteria (how many quizzes, tests, papers; weighting of each; amount of homework, etc.) or the GRADING POLICY stated above

6. Rubrics Used

Journal:

Criteria	Unsatisfactory-Beginning	Developing	Accomplished	Exemplary	Total
Content Reflection	0-7 points Reflection lacks critical thinking. Superficial connections are made with key course concepts and course materials, activities, and/or assignments	8-11 points Reflection demonstrates limited critical thinking in applying, analyzing, and/or evaluating key course concepts and theories from readings, lectures, media, discussions, activities, and/or assignments. Minimal connections made through explanations, inferences, and/or examples.	12-16 points Reflection demonstrates some degree of critical thinking in applying, analyzing, and/or evaluating key course concepts and theories from readings, lectures, media, discussions activities, and/or assignments. Connections made through explanations, inferences, and/or examples.	17-20 points Reflection demonstrates a high degree of critical thinking in applying, analyzing, and evaluating key course concepts and theories from readings, lectures, media, discussions activities, and/or assignments. Insightful and relevant connections made through contextual explanations, inferences, and examples.	/20
Personal Growth	0-4 points Conveys inadequate evidence of reflection on own work in response to the self-assessment questions posed. Personal growth and awareness are not evident and/or demonstrates a neutral experience with negligible personal impact. Lacks enough inferences, examples, personal insights and challenges, and/or future implications are overlooked.	5-7 points Conveys limited evidence of reflection on own work in response to the self-assessment questions posed. Demonstrates less than adequate personal growth and awareness through few or simplistic inferences made, examples, insights, and/or challenges that are not well developed. Minimal thought of the future implications of current experience.	8-11 points Conveys evidence of reflection on own work with a personal response to the self-assessment questions posed. Demonstrates satisfactory personal growth and awareness through some inferences made, examples, insights, and challenges. Some thought of the future implications of current experience.	12-15 points Conveys strong evidence of reflection on own work with a personal response to the self-assessment questions posed. Demonstrates significant personal growth and awareness of deeper meaning through inferences made, examples, well developed insights, and substantial depth in perceptions and challenges. Synthesizes current experience into future implications.	/15
Writing Quality	0-4 points Poor writing style lacking in standard English, clarity, language used, and/or frequent errors in grammar, punctuation, usage, and spelling. Needs work.	5-7 points Average and/or casual writing style that is sometimes unclear and/or with some errors in grammar, punctuation, usage, and spelling.	8-11 points Above average writing style and logically organized using standard English with minor errors in grammar, punctuation, usage, and spelling.	12-15 points Well written and clearly organized using standard English, characterized by elements of a strong writing style and basically free from grammar, punctuation, usage, and spelling errors.	/15
Timeliness	Deduct 11 points-overall failing Journal reflection is submitted 2-3 days (49-72 hours) after the deadline.	Deduct 6-10 points Journal reflection is submitted 1-2 days (25-48 hours) after the deadline.	Deduct 1-5 points Journal reflection is submitted within 1 day (24 hours) after the deadline.	0 points deducted Journal reflection is submitted on or before deadline.	/-
TOTAL POINTS (sum of 4 Criteria)					/50

Research Assignment:

CATEGORY	5	4	2	1
Organization	Information is very organized in a well-constructed paragraph or paragraphs.	Information is organized in a well-constructed paragraph or paragraphs.	Information is organized, but paragraph(s) are not well-constructed.	The information appears to be disorganized.
Amount of Information	All topics are addressed and all questions answered with at least 2 sentences about each.	All topics are addressed and most questions answered with at least 2 sentences about each.	All topics are addressed, and most questions answered with 1 sentence about each.	One or more topics were not addressed.
Quality of Information	Information clearly relates to the topic. It includes details and/or examples.	Information relates to the topic. It provides few supporting details and/or examples.	Information partially relates to the topic. No details and/or examples are given.	Information has little or nothing to do with the topic.
Application of Learning	Information presented shows a clear understanding and application of the Professional Development Topic.	Information presented shows understanding and application of the Professional Development Topic.	Information presented shows a partial understanding and application of the Professional Development Topic.	Information presented shows little or no understanding and application of the Professional Development Topic.
Mechanics	No grammatical, spelling or punctuation errors.	Almost no grammatical, spelling or punctuation errors	A few grammatical spelling, or punctuation errors.	Many grammatical, spelling, or punctuation errors

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Reporting:

PRESENCE	5	4	3	2	1	0
-body language & eye contact -contact with the public -poise -physical organization						
LANGUAGE SKILLS	5	4	3	2	1	0
-correct usage -appropriate vocabulary and grammar -understandable (rhythm, intonation, accent) -spoken loud enough to hear easily						
ORGANIZATION	5	4	3	2	1	0
-clear objectives -logical structure -signposting						
MASTERY OF THE SUBJECT	5	4	3	2	1	0
-pertinence -depth of commentary -spoken, not read -able to answer questions						
VISUAL AIDS	5	4	3	2	1	0
-transparencies, slides -handouts -audio, video, etc.						
OVERALL IMPRESSION	5	4	3	2	1	0
-very interesting / very boring -pleasant / unpleasant to listen to -very good / poor communication						

TOTAL SCORE: _____ / 30

Disclaimer:

Every attempt is made to provide a complete syllabus that provides an accurate overview of the subject. However, circumstances and events make it necessary for the instructor to modify the syllabus during the semester. This may depend, in part, on the progress, needs, and experiences of the student.

Program/Activity

	Poor (pts)	Bad (pts)	Fair (pts)	Good (pts)	Excellent (pts)
Readability	Poor The code is poorly organized and very difficult to read.	Bad The code is readable only by someone who knows what it is supposed to be doing.	Fair The code is fairly easy to read.	Good Code is easy to read just some minor mistakes.	Excellent The code is exceptionally well organized and very easy to follow.
Efficiency	Poor The code is huge and appears to be patched together.	Bad The code is brute force and unnecessarily long.	Fair The code is fairly efficient without sacrificing readability and understanding.	Good The code is efficient without sacrificing readability and understanding.	Excellent The code is extremely efficient without sacrificing readability and understanding.
Reusability	Poor The code is not organized for reusability.	Bad Some parts of the code could be reused in other programs.	Fair Most of the code could be reused in other programs.	Good The code could be reused in other programs.	Excellent The code could be reused as a whole or each routine could be reused.
Specifications	Poor The program is producing incorrect results.	Bad The program produces correct results but does not	Fair The program produces correct results	Good The program works and produces the correct results and	Excellent The program works and meets all of the specifications.

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		display them correctly.	but does not display all of it correctly.	displays them correctly. It also meets most of the other specifications.		
Formatting	Poor	Bad	Fair	Good	Excellent	

Prepared by:



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