**Goal Setting**

Course: Computing Science 10Name:Leo Jenkins

| **Objectives** | **Strategies** | **Measures of Success** |
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| On the next page is a list of learning challenges you may have in this course; choose 3 or more areas you want to improve upon to ensure success in this class, and place them here, in order of importance: | To ensure you achieve your goal for this course, you need to have a plan. Think of your strategy. What things can you do to try and succeed in reaching this goal? See the next page for some suggestions, and place them here, in order of importance: | Now that you set objectives and strategies, you will need some way to measure whether your plan is working  See below for some possibilities, and place them here, in order of importance: |
| Focus and being on task  Productivity  Social Interaction (working with others in a group setting) | Creating goals and reminders to be on task more  Finding better learning strategies and sticking to them.  Managing my time while I'm on task better.  Make appropriate choices around seating in class  Monitoring my progress through the assignments tab on d2l | Be on task for 90% of the class time  Making sure I am on track the entire time and don't fall behind a single assignment on d2l  Creating goals for the current day and what to accomplish  Change seats if the people I am sitting with are too distracting |

Are you on an IPP?  No**Examples**

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| --- | --- | --- |
| * Enrichment * Consistent Attendance * Appropriate behaviour in the classroom * Productivity * Attention/Focus/Concentration * Independent Learning * Self-advocacy * Eliminating perfectionism * Social Interaction (working with others in a group setting) * Other (be specific) | * Self-monitor progress through D2L   + Waypoints   + Checklists   + Assignments tab   + Grades * Complete all exercises to solidify learning * Review assignments before submission to ensure they meet expected standard * Attend class regularly and on time * Move on to next assignment when stuck * Attend WELL and tutorial to ask questions / clarify / seek assistance * Read and understand feedback on submitted work, and implement fixes * Review quizzes and understand the answers * Frequently use the glossary * Complete the self-check questions * Listen to music while working * Monitor % of time actually spent on task in class * Make appropriate choices around seating in class * Install software at home * Complete one of the projects in a team * Participate in CCC and Iverson programming competition * Other (be specific) | * No more than \_\_ ‘Revisions Needed’ flags at any one time * No more than \_\_ ‘Specifications Not Yet Met’ flags at any one time * Being at or past the waypoints set by your teacher at the suggested days. * Checklists actually completed up to current progress * On average on task for (XX)% of the class * Improvements between first and second quizzes * Being able to work through problems without help by end of course * Use of all development tools introduced in class by end of semester   + Debugger   + Refactor tools   + Code completion * Other (be specific) |