

Programming Course Outline

Westmont High School

Course	Introduction to Computer Programming
Instructor	Mrs McLin
Room Number	48
Email Address	amclin @cuhsd.org
Phone & Extension	(408) 626-3406
Website Resources	http://ComputerProgrammingIntro.weebly.com/

COURSE DESCRIPTION: This course introduces students to computer programming. Students will plan and write simple computer programs by applying fundamental programming concepts, and learn to create clear and maintainable internal documentation. They will also learn to manage a computer by studying hardware configurations, software selection, operating system functions, networking, and safe computing practices. Students will also investigate the social impact of computer technologies, and develop an understanding of environmental and ethical issues related to the use of computers. Students will also learn about computer environments and systems, and explore environmental issues related to computers, safe computing practices, emerging technologies, and post- secondary opportunities in computer-related fields.

COURSE OBJECTIVES: By the end of the course, students will be able to:

1. Describe fundamental programming concepts and constructs;
2. Plan and write simple programs using fundamental programming concepts;
3. Apply basic code maintenance techniques when writing programs.
4. Describe key aspects of the impact of computers and related technologies on society;
5. Describe legal and ethical issues related to the use of computing devices;
6. Describe post-secondary education and career prospects related to computer studies.

CONTENT STANDARDS:

CCSS.Math.Content: HSN Number and Quantity, HSA Algebra, HSF Functions, HSG Geometry, HSS Statistics and Probability, as outlined in the California Public Schools Mathematics statewide framework.

MATH ADVISORY:

A math advisory of a minimum of a B in your last math class is imposed, so that students can better understand some of the supporting material referenced in this course. **If you didn't get a solid B in your last math class, you will struggle in Programming.**

OVERVIEW OF COURSE WORK

All work is graded on a point system. Each module is worth approximately 100 points. Practical exercises comprise 50% of the total grade; quizzes and tests are worth 50% of the semester grade. Grades are determined by dividing the total number of points you have achieved by the total number of points possible. Grades will be determined on a cumulative basis for the entire semester.

GRADING POLICY

Grading in this course follows the following percentage breakdowns:

A	100% - 93%		C	76% - 73%
A-	92% - 90%		C-	72% - 70%
B+	89% - 87%		D+	69% - 67%
B	86% - 83%		D	66% - 63%
B-	82% - 80%		D-	62% - 60%
C+	79% - 77%		F	59% and below

USE OF CELL PHONES:

The use of cell phones is not allowed during class time. Using a phone will result in it being confiscated until the end of class.

ATTENDANCE

- A. Truant – no make-up work is allowed for unexcused absences.
- B. Tardy – lower a student's participation points.

MAKE UP POLICY and LATE WORK:

- C. Late work (not excused absence) may be turned in for 50% credit within a week of the due date.
- D. Students must come to me to request submission for work more than one week late and must have a valid reason for being so late.
- E. Absolutely no late work will be accepted after a grading period has passed.

CLASSROOM RULES and EXPECTATIONS

The following standards of behavior are expected for all students in this class:

1. Report to class with all required materials.
2. Be in your seat working, when the tardy bell rings.
3. Wait to be dismissed by the teacher before leaving class.
4. Leave class ONLY with teacher permission and a pass.
5. Respect fellow students and adults. No profanity, name calling, or physical abuse.
6. Report all vandalism of school property. Refrain from defacing desks and other property.
7. Enter the classroom quietly if you are tardy.
8. Ignore distractions—focus on your work.
9. Bring no distractions to class, including MP3 players, cell phones, make-up, etc.
10. Work only on assignments for THIS class in class unless otherwise allowed by teacher.
11. Accept assignments without complaints.
12. Clean your desk and workspace before leaving.
13. Meet all deadlines.
14. Respect and be sensitive to the ideas, opinions, and property of others.

ACADEMIC CODE OF CONDUCT

As outlined in the student handbook.