Limestone Community High School

Computer Programming

SYLLABUS

Year: 2015-2016

Instructor: Mrs. Julie Powers
Classroom: Room 7
Planning Period: First Semester - 8th hour | Second Semester - 2nd hour
Office Phone: (309) 697-6271 ext. 107
Email Address: jpowers@limestone310.org

A. Course Information

Grade Level:	Grade10 (with instructor's approval), 11, 12
Prerequisite(s):	Software Applications or instructor's approval
Length of Course:	One Semester

B. Course Description

Computer Programming introduces students to the idea of computer programming through logic and language. The first quarter focuses on computer programming logic and introduces the ideas and theory of programming using the Alice programs. In logic, students will see patterns and procedures that programmers practice in real-world application. They will also design 2D and 3D worlds and characters that interact based on programming code that the student's control. Second quarter, students begin programming using Visual Basic and continue to build on the concepts learned in the first quarter. Here they make computer forms that will be used to gather information, make computations, and display appropriate information for the user.

C. Course Standards

Critical Thinking, Problem Solving, and Decision Making
Communication and Collaboration
Research and Information Fluency
Business and Technology Concepts
Business Ethics

D. Course Benchmarks/Objectives/Goals/Topics

Knowledge and use of Scratch
Use of computer related technology (e.g. cameras)

E. Text and Required Supplies

Textbook:	None
Workbook:	None
Supplies:	None
Supplemental Material:	Pencil, Pen, Folder, Paper

F. Nine-Weeks Term Grading Plan

Coursework:	80%
Assignments:	
Quizzes:	
Term Assessments:	20%

G. Semester Grading Plan

Term 1:	50%
Term 2:	50%

H. Limestone High School Grading Scale

A:	94-100
B:	86-93
C:	77-85
D:	70-76

I. Expectations

1. No passes. WIthout own passbook and during lectures, test, or quizzes
2. No electronic devices. Unless approved by teacher for Multimedia Assignment
3. No food or beverage. Including water
4. Tardies are unacceptable.

J. Tentative Schedule

Term 1:
Code.org
Gamestar Mechanic
Scratch

Term 2:
Scratch
Game Maker

K. Other