

COMPUTER Science Discoveries

Course Syllabus Pittsburg High School

Course Overview

"Computer Science Discoveries is an introductory course that empowers students to engage with Computer Science as a medium for creativity, communication, problem solving, and fun. The course takes a wide lens on computer science by covering topics such as programming, physical computing, HTML/CSS, and data. The course inspires students as they build their own websites, apps, games, and physical computing devices." (code.org)

At the end of the course students will be able to:

- Understand and define the major concepts, terminology, and applications of computer information systems and the Internet
- Identify and define main computer and network hardware components
- Save and organize files in folders and folder structures
- Plan, write and edit a resume, cover letter and thank you letter. Search for a job and fill out a job application.
- Create and edit basic web pages using HTML and CSS
- Create and edit images using Adobe Photoshop and Illustrator
- Create basic animation and games in code.org.

<u>Schedule</u>

Unit One: How Computers Work

Unit Two: Problem Solving

Unit Three: Animation and Games

Unit Four: Photoshop

Unit Five: Web Development

Make-up Requirements

Students who find it necessary to be absent are expected to make-up their missed assignments within **2 weeks** of the students return. Work can **ONLY** be made up if the absence is **EXCUSED**.

Participation

As with any career, your employer will have expectations for your performance. The following personal management skills will help you in this class and in the real world working environment.

- Self Management I come to class prepared and on time, follow directions the first time they are given, use appropriate language, and check for the work I've missed.
- 2. **Persistence** I am on task, proofread my work, have a positive mindset, and use my resources (textbook, websites, help folder, posters, & classmates).
- Contribution I participate in this class, respect my classmates and teacher, and help other classmates learn.

Grade Scale

This is an approximate breakdown of how grades will be calculated.

Daily Assignments	40%
Projects	
Class Participation	30%

Contact Information

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Classroom Rules

- 1. Everyone is expected to treat others with courtesy and respect.
- 2. Students are expected to be at their assigned seat when the bell rings. Students who are late to class may be sent to the OCS office to get a tardy pass (per school policy).
- 3. Be creative and have fun.
- 4. **Do your own work.** Student activities on the computers may be monitored.
- 5. Students will not download, change, add, or delete any of the files on the computer or network including other student's folders. **Damage to computer's hardware or files can result in suspension and/or expulsion.**
- 6. Students are expected to participate in all learning activities of the class. **The computers are provided to be used as learning tools, not toys.** Students who alter settings, play games, etc. may be referred to the school administration for disciplinary action.
- 7. Students will use the computers and the Internet for educational purposes and may not go to any inappropriate websites, chat rooms, or instant messaging.
- 8. Food, drinks and gum are not allowed in the classroom and all personal electronic devices must be off and out of sight.

9. Try your best and you will get an excellent grade!

The PUSD Network will not be used to transmit threatening, obscene, or harassing materials. The District will not be held responsible if you participate in such activities. Failure to comply with the Internet rules may result in suspension from the class and school.

The key to success is being in class every day and doing your best!

Be respectful, Be Safe, Be Responsible!