

## ***FORSYTH COUNTY COURSE SYLLABUS***

COURSE TITLE: Programming, Games, Apps, and Society (PGAS)

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### **Course Description: Programming, Games, Apps, and Society (PGAS)**

#### **Course #3 in the Programming Pathway:**

- 1) Intro to Digital Technology (previously Computing in the Modern World),**
- 2) Computer Science Principles (previously Beginning Programming), and**
- 3) Programming, Games, Apps, and Society (previously Intermediate Programming)**

The course is designed for high school students to strategize, design, and develop games and mobile and desktop applications that can be produced in the real world. Students will learn about life-cycles of project development and use models to develop applications. Attention will be placed on how user interfaces affect the usability and effectiveness of a game or an application. Programming constructs will be employed which will allow students' applications to interact with "real world," stimuli. The course exposes students to privacy, legality, and security considerations with regards to the software industry.

Various forms of technologies will be used to expose students to resources, software, and applications of programming. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are enhanced in this course to prepare students to be college and career ready. Employability skills are integrated into activities, tasks, and projects throughout the course standards to demonstrate the skills required by business and industry. Competencies in the co-curricular student organization, Future Business Leaders of America (FBLA), are integral components of the employability skills standard for this course.

Whenever possible, students will be given choices on which environment they want to work in.

Students enrolled in this course should have successfully completed Introduction to Digital Technology (or Computing in the Modern World) and Computer Science Principles (or Beginning Programming).

**Standards:** Course Standards can be found at:

<http://www.gadoe.org/Curriculum-Instruction-and-Assessment/CTAE/Documents/Programming-Games-Apps-and-Society.pdf>

as well as in itsLearning.

#### **Future Business Leaders of America (FBLA)**

All students in Business & Computer Science Pathway Courses are strongly encouraged to join Future Business Leaders of America (FBLA) which is the career and technical student organization (CTSO) associated with our pathways. FBLA is the oldest and largest CTSO in the U.S. boasting over 200,000 student members. Georgia FBLA has the largest membership in the U.S. FBLA tools and activities will be utilized during class because it is a co-curricular organization and supported in the GPS standards. Some of these activities will be graded assignments, even if the student is not a member of FBLA. The membership benefits include scholarship, leadership, networking, and competitive aspects. FBLA is open to all students on campus and offers numerous benefits to those who participate.

**Learning Resources/Textbook:** All learning resources will be available on-line through itsLearning.

With the emergence of technology as a tool for learning, South Forsyth High School will be utilizing various resources to assist with instruction, including itsLearning, online textbooks, and interactive websites.

The intention of this course is for all assignments to be completed during class, using the computers in the classroom. In general, personal laptops are not permitted for day-to-day use in PGAS, mainly due to specialized resources that are only available on the school network. Exceptions may be approved by the instructor during the course of the year.

**Availability for Extra Help:** Help sessions are available in my room on Monday or Wednesday afternoons until 5:00pm, any morning between 7:30 and 8:00AM, and during IF. Other times are available by appointment.

### **CLASSROOM EXPECTATIONS:**

Since this is a high school classroom, I expect that all students will present themselves in a mature and respectful manner. Here are some specific expectations:

- Be in your seat and ready with all necessary materials when the bell rings.
- Follow the instructions on the Digital Whiteboard for each class day.
- Respect yourself, other students, the teacher, and any other adult visitors to the classroom.
- Respect the equipment in the computer lab. Students are not allowed to alter the computers in any way. In particular, students should NEVER unplug any cable, whether it is a mouse, keyboard, power, or network cable.

### **Classwork:**

- Assignments will be posted daily in itsLearning.
- Assignments are mostly self-directed, so that students can work at different paces. Minimum requirements for assignments will be stated, and grades will be assigned based on students completing the requirements by the stated due dates.
- When a student has completed the required assignments, they can work on approved extension activities, such as advanced programming projects or co-curricular projects for FBLA.
- AT NO TIME should the computers be used for playing video games (unless it is a game program you are writing for an assignment, or one you are researching for an assignment), recreational web browsing, etc. Computer use is monitored by both the instructor and software.

**Makeup Work:** Make up work is defined as work assigned during a student's absence, not work assigned prior to an absence. The student has five (5) school days upon returning to school to complete make-up work. The teacher has the discretion to grant a longer period to make up work, if there are extenuating circumstances.

### **Grading Calculations:**

**Course Average** = 50% (1<sup>st</sup> Sem. Course Work) + 50% (2<sup>nd</sup> Sem. Course Work)

1<sup>st</sup> & 2<sup>nd</sup> Semester Course Work = 75% Summative (including Midterm in Fall and Final in spring) +  
25% Formative

Work Habits will be evaluated on the report card. See itsLearning for details.

### **Grading Policy:**

A = 90 – 100

B = 80 – 89

C = 70 – 79

Failing = Below 70

*\*Formative Assessments include, but are not limited to homework, warm ups, class work, practice tests, and sections of projects/presentations.*

*\*Summative Assessments include, but are not limited to quizzes, unit tests, projects/presentations.*

Supplies:

USB Disk Drive or cloud drive (recommended, since existence of files on school network is not guaranteed)

Note: some new USB drives are formatted in a way that is not compatible with the school computers.

If you have a new USB drive, do not put any data on it at home, and I can help you format it correctly at school.

Programming, Games, Apps, and Society -- Syllabus Verification

**Please fill out and sign this form. Return ONLY this page. Keep the first page for your reference.**

I have read and understand the syllabus for Programming, Games, Apps, and Society.

Parent or Guardian's signature \_\_\_\_\_ Date \_\_\_\_\_

Student Signature \_\_\_\_\_ Date \_\_\_\_\_

***PLEASE PRINT ALL INFORMATION BELOW CLEARLY. IT IS IMPORTANT THAT A CORRECT EMAIL ADDRESS AND PHONE NUMBER BE OBTAINED SO THAT I MAY CONTACT YOU. PLEASE USE THE BACK OF THIS SHEET TO INDICATE ANY INFORMATION ABOUT YOUR STUDENT YOU FEEL IT IS IMPORTANT FOR ME TO KNOW.***

Student name (print) \_\_\_\_\_

Parent or Guardian name(s) (print) \_\_\_\_\_

Does your child have regular access to the Internet at home? \_\_\_\_\_

Does your child have regular access to a printer at home? \_\_\_\_\_

Student e-mail address \_\_\_\_\_

Parent or Guardian e-mail address \_\_\_\_\_

2<sup>nd</sup> Parent or Guardian e-mail address \_\_\_\_\_

Parent or Guardian Phone (Home) \_\_\_\_\_ (Cell) \_\_\_\_\_

2<sup>nd</sup> Parent or Guardian Phone (Home) \_\_\_\_\_ (Cell) \_\_\_\_\_