McDonough High School Programming, Games, Apps & Society

COURSE SYLLABUS

COURSE TITLEPROGRAMMING, GAMES	6, APPS & SOCIETY	TERM	SEMESTER
TEACHERMrs. M. MARSH, ED.S		R оом	#442

Email Address	maxine.marsh@henry.k12.ga.us		
Teacher Web Page	http://schoolwires.henry.k12.ga.us/Page/18713		
Teacher Support	Help sessions are available3:15 pm – 3:45 pm – Room #442		

COURSE DESCRIPTION

Are you ready to design and develop? 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.

Programming, Games, Apps and Society is the third course in the Programming pathway in the Information Technology cluster. Students enrolled in this course should have successfully completed Introduction to Digital Technology and Computer Science Principles. After mastery of the standards in this course, students should be prepared to take the end of pathway assessment in this career area.

COURSE CURRICULUM CONTENT

COURSE STANDARDS		
IT- PGAS 1 - Demonstrate employability skills required by business and industry		
IT- PGAS 2 - Describe the software application life cycle and use a prototype development model to develop applications.		
IT- PGAS 3 - Design and develop applications using objects.		
IT- PGAS 4 - Design, develop, and implement accessible and usable interfaces, and analyze applications for engaging the user.		
IT- PGAS 5 - Use and implement different digital representations of media.		
IT- PGAS 6 - Evaluate an application design in terms of meeting privacy needs, legal and intellectual property requirements, and security considerations.		
IT- PGAS 7 - Develop applications that read real-world data from sensors, interpret the data, and respond to the real-world stimuli.		
IT- PGAS 8 - Describe the unique needs for information and communication technologies for diverse audiences.		
IT- PGAS 9 - Explore FBLA – Leadership development, School and Community Service, Competitive events.		

INSTRUCTIONAL MATERIALS AND SUPPLIES

Published Materials	Instructional Supplies
MOAC MTA 98-361: Software	Paper, pen or pencil, headphones
Development Fundamentals	

EVALUATION AND GRADING

Assignments	Grade Weights			Grading Scale
Classwork & Homework Quizzes, Labs &	Practice Work – Daily Assignments/ Classwork/ Homework /Formative	40%	Course	A: 90 and above
Work Ethic	assessments/Quizzes/ Work Ethic	40 /0	Final Average	B: 80 – 89
Projects/ Unit Tests	Assessment Tasks - Projects/Tests/Summative	40%	80%	C: 74 – 79 D: 70 – 73
Final Exam	unit assessments Semester Summative	20%	EOCT/Final	D. 70 - 73
	Assessment Tasks	20%	EUCT/Final Exam	F: 69 or below
			20%	

OTHER INFORMATION

Expec	tations for Academic Success	Additi	onal Requirements/Resources
1)	Complete daily classwork assignments	~	Acceptable Computer Use Policy
2) quest	Participate in class discussions and ask ions	~	Tutoring Available
3) memt	Participate constructively as a team	and	Follow Work Ethic Guidelines "Dress for Success"
4)	Problem solve and accept challenges		
5)	Challenge yourself to continuously improve		

*The syllabus may be updated as needed throughout the semester.

ELECTRONICS POLICY

Electronic devices are to be used in the classroom for educational purposes only with the express permission of the teacher. All other uses are prohibited during instructional time. For the protection of your personal property, please keep all electronic devices secured and out of sight when not being used for instructional purposed.

BEHAVIOR EXPECTATION:

Class Rules

Be Polite Be Prompt Be Positive Be Prepared Be Productive

CLASS POLICIES:

- Computers are for classroom instruction only email, forums, *Facebook, Myspace, Twitter,* chat, games, material of pornographic nature, drug-related content, or any material not specified by the instructor as class-related must not be accessed with the school's computers. Violation of this will cause you to lose computer access privileges. Students must follow all rules in the Henry County Schools Acceptable Use Policies for computer use.
- 2) Be on time! Students are expected to be in their seat when the bell rings and are expected to stay there, otherwise a tardy will be recorded. See Tardy Policy
- 3) Respect the property of others while in the classroom.
- 4) Do not touch anything on the teacher's desk without permission.

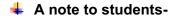
- 5) Participate in class! Nothing will help you to understand the material better than to engage actively in all activities, discussions and projects you will get out of this class what you put into it!
- 6) There shall be NO EATING OR DRINKING in this Computer Lab this includes gum, candy, cookies, chips, etc. Students may have a bottle of water as long as they set it on the floor away from the computers.
- 7) Students my not leave the Lab without an approved pass.
- 8) DO NOT work on assignments or course work from any other class. Your complete attention will be required during every class period.
- 9) DO NOT roll around on the chairs.
- 10) Horse playing in the Lab is strictly prohibited.
- 11) Cell phones, iPads, iPods and other electronics are not to be seen or heard in class unless assigned (see Electronics Policy).
- 12) Academic honesty is paramount! CHEATING WILL NOT BE TOLERATED and will result in an AUTOMATIC ZERO. This includes homework, quizzes, projects, tests and exams. Please read the Plagiarism Policy.
- Students are expected to conform to all rules and regulations of the Henry County Schools Student Handbook.

CONSEQUENCES:

Consequences of failing to follow these policies may include a phone call/e-mail home to a parent/guardian; teacher detention; administrative detention; and administrative referrals.

Discipline Policy for Rule Violation:

- ✓ 1st Offense: Warning
- ✓ 2nd Offense: Parent Contact
- ✓ 3rd Offense: Detention and Parent Contact
- ✓ 4th Offense: Referral to Administrator
- Serious violations will result in immediate office referral or other appropriate response based upon students' actions.



I look forward to working with each of you. I hope that you find this to be an interesting class and learn a lot from the course. I encourage you to see me at any time if you have questions or concerns about the course or any of the material. I will always be glad to schedule a time to help you if you are ever struggling with anything in the class. Please do not hesitate to ask for help!

4 A note to parents/guardians-

Please feel free to contact me to discuss any questions or concerns about your child's progress in this class.

COMMITMENT AND CONTACT INFORMATION:

By signing below, I am stating that I have read, understood, and I will encourage my student to adhere to the class syllabus and behavioral expectations. I also understand that I am encouraged to contact the instructor if I have questions or concerns about my student's performance in this course.

By signing below, I am stating that I have read, understood, and will adhere to the class syllabus and behavioral expectations. I also understand that if at any time during the semester I have questions or concerns about this course I will ask the instructor.

Parent/Guardian Name(s)	Student Name
Parent/Guardian Signature	Student Signature
Parent/Guardian Home Telephone Number	Student E-mail address
Parent/Guardian Cell Phone Number	Student Cell Phone Number
Parent/Guardian Work Phone Number	Class Period
Parent/Guardian E-Mail address	Date
Date	
Parent Comments:	

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(Return this page only to your teacher)