

About Mrs. Graves

School Hours

8:00 – 4:00

School Website

<https://www.paulding.k12.ga.us/domain/main/570>

Bell Schedule

8:15 - 8:45 – Homeroom

8:45 - 9:27 LIVE

9:30 - 10:10 1st Period

10:13 – 10:53 2nd Period

12:00 – 12:41 3rd Period

12:44 – 1:26 4th Period

2:07 - 2:47 5th Period

2:50 - 3:30 6th Period

3:30 End of School Day

Dismissal by Announcements Only

Students have 3 min to get to next class.

Greetings!!! I am a native of Alabama. I worked in Corporate America for over 15 years before deciding that I wanted to educate young minds. I hold a B.S. in Business Administration/Logistics from Alabama A&M University, M.Ed. in Curriculum and Instruction, and a M.A.T. in Business Education from the University of West Georgia. I am married with 2 children. In my spare time I enjoy painting, shopping, and spending time with family and friends.



How can You Help

As a parent, I realize you have a lot on your plate as do teachers. We both have the same goal regarding your student, we want what is best for him or her. The more we work together the more successful your student will be.



Moses Middle School

Mrs. Graves

Room #607

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us*

A teacher should inspire a child to reach academic success; A parent should inspire their child to use that success in a way that influences positive change in the world. – Susan Dalien

Description of the Course

Computer Science Discoveries (CS Discoveries) is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun.

CSD Unit 1 - Problem Solving and Computing

In Unit 1, you'll practice using a problem-solving process to address a series of puzzles, challenges, and real-world scenarios. You will also learn how computers input, output, store, and process information to help humans solve problems.

CSD Unit 2 - Web Development

In Unit 2, you will learn how to create and share the content on your own web pages.

CSD Unit 3 - Interactive Animations and Games

In Unit 3, you will build on your coding experience as you program animations, interactive art, and games in Game Lab.

CSD Unit 4 - The Design Process

Unit 4 introduces the broader social impacts of computing. Through a series of design challenges, you will learn how to better understand the needs of others while developing a solution to a problem.

CSD Unit 5 - Data and Society

Unit 5 is about the importance of data in solving problems and highlights how computers can help in this process.

CSD Unit 6 - Physical Computing

Unit 6 explores the role of hardware platforms in computing and how different sensors can provide more effective input and output than the traditional keyboard, mouse, and monitor.

Grading Policy

Grading Scale:

A = 90 to 100 **B** = 80 to 89
C = 71 to 79 **F** = Below 70

Weekly Test Schedule

Students will be assessed upon completion of each CS Discovery Unit.

Supplies Needed Daily

No supplies needed. All work will be completed on the computer.

Behavior Expectations

1. Be punctual, prepared, with all supplies and assignments.
2. No cell phones, electronic devices, food, gum, candy, or beverages allowed in class.
3. Harassing nor Bullying will NOT be tolerated.
4. Be polite and respectful – this is non-negotiable!
5. Follow Teacher directions always.

Consequences

- 1st Consequence – Verbal warning
2nd Consequence – Private conversation with the student
3rd Consequence – Call home to Parents by teacher or student
4th Consequence – Referral to Administrator

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