# FORSYTH COUNTY COURSE SYLLABUS

COURSE TITLE: Introduction to Digital Technology

TEACHER NAME: Mike Beckley E-MAIL: mbeckley@forsyth.k12.ga.us

ROOM: 474 PHONE: 770-781-2264

EXT: 100474

# **Course Description: Introduction to Digital Technology**

The goal of this course is to provide all students with an introduction to the principles of computer science and its place in the modern world. This course should help students to use computers effectively in their lives, thus providing a foundation for successfully integrating their own interests and careers with the resources of a technological society. In this course, high school students can acquire a fundamental understanding of the operation of computers and computer networks and create useful programs implementing simple algorithms. By developing Web pages that include images, sound, and text, they can acquire a working understanding of the Internet, common formats for data transmission, and some insights into the design of the human-computer interface. Exposure to career possibilities and discussion of ethical issues relating to computers are also discussed. An emphasis is placed on developing computer programming skills to prepare students for successful completion of the Computer Science – Programming or Computer Science – Advanced Programming pathways.

The introduction to computer science is accomplished using a variety of programming platforms and applications, such as (but not limited to):

- Scratch: a block-oriented programming language for 2D animation
- Greenfoot: a Java-based programming environment for games and simulations
- Adobe Creative Suite 5 (Dreamweaver, Illustrator, Photoshop) tools for building more powerful and/or complex web sites
- Microsoft Office applications (Word, Excel, Powerpoint) tools for writing papers, performing calculations, and giving presentations
- HTML-CSS

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

In addition to programming, students will have assignments on computer architecture, the history of computers, historical figures in computing, and new advances in computing and computer science.

**Standards:** Course Standards can be found at www.georgiastandards.org

**Learning Resources/Textbook:** All learning resources will be available on-line through itsLearning or other sources on the Internet.

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 this class. Exceptions may be approved by the instructor during the course of the year.

## Required Assignments: Units to Be Covered

• Careers, History, Ethics of Computers, Hardware & Software, Computer Images & Sound, Networking, Internet and Web Design, and Programming.

**Availability for Extra Help:** Help sessions are available in my room Monday-Friday by appointment and during weekly IF. In addition to these help sessions, SFHS offers several other opportunities for students to seek extra help if

needed. These include Saturday Academy, Student Learning Center, etc. Please see me or your counselor for more information about these programs.

#### **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.
- ❖ Log on to the computer as soon as you get to class, and log in to ItsLearning to check for each day's activity.
- \* Respect yourself, other students, the teacher, and any other adult visitors to the classroom.
- Profanity will not be tolerated!
- 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.

In cases of inappropriate behavior, this is the discipline procedure that I will follow.

- 1. Warning.
- 2. Before/After School Detention and parent contact.
- \*\* In cases of severe inappropriate behavior, students may be referred to an administrator.

### Classwork:

- Assignments are 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 co-curricular projects (TSA, FBLA, Robotics).
- If caught up with all assignments in Introduction to Digital Technology, students can seek approval to use the computers to complete work for other classes.
- AT NO TIME should the computers be used for playing video games, 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 from an excused absence to complete make-up work. The teacher has the discretion to grant a longer period to make up word 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 unit tests, final projects, final essays, final research papers, and final presentations.

In all Career Tech classes, we share a common goal of preparing our students for the professional world. As such, we treat our classrooms, our labs and our clubs as professional organizations. Our goals include having high standards with regards to safety, being on time, dress code adherence, work ethic, following directions, being prepared, just as they will be once they reach their profession.

**❖** The printer in room 474 is to be used for CTAE classes only. The media center hosts printers available for other classes.