Career Cluster: Information Technology
Pathway: Internet of Things, Computer Science

COURSE DESCRIPTION:

Introduction to Software Technology is the foundational course for Cloud Computing, Computer Science, Game Design, Internet of Things, Programming, Web and Digital Design, and Web Development pathways. This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. Exposure to foundational knowledge in programming languages, software development, app creation, and user interfacing applications are all taught in a computer lab with hands-on activities and project-focused tasks.

Students will not only understand the concepts but apply their knowledge to situations and defend their actions, decisions, and/or choices through the knowledge and skills acquired in this course. 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 organizations are integral components of both the employability skills standards and content standards for this course. Various forms of technologies will be highlighted to expose students to the emerging technologies impacting the digital world. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are taught in this course as a foundational knowledge to prepare students to be college and career ready. The knowledge and skills taught in this course build upon each other to form a comprehensive introduction to the digital world.

Introduction to Software Technology is a course that is appropriate for high school students. The prerequisites for this course are a grade of B or higher in Algebra or grade-level mathematics and advisor approval.

COURSE CURRICULUM CONTENT:

COURSE STANDARDS			
IT-IST–1	Demonstrate employability skills required by business and industry	IT-IST-8	Create and organize webpages through the use of a variety of web programming design tools.
IT-IST-2	Establish a personal online career portfolio and begin uploading relevant artifacts.	IT-IST-9	Identify and explain the building blocks, principles, and ways to access code within programming languages used today.
IT-IST-3	Explore, research, and present findings on positions and career paths in technology and the impact of technology on chosen career area.	IT-IST-10	Design, develop, test, and implement programs using high-level programming languages.
IT-IST-4	Demonstrate effective professional communication skills (oral, written, and digital) and practices that enable positive relationships with all audiences of a business.	IT-IST-11	Describe, analyze, develop, and follow policies for managing ethical and legal issues in the business world and in a technology-based society.
IT-IST-5	Identify, describe, evaluate, and use appropriate technology for given situations.	IT-IST-12	Explore how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events.
IT-IST-6	Understand, communicate, and adapt to a digital world.		
IT-IST-7	Use computational thinking procedures to analyze and solve problems.		

GRADING POLICY:

Daily Grades/In Class Assignments	20%
Tests and Quizzes	20%
Projects/Lab Work	40%
Benchmark (Final)	20%

CLASSWORK:

Assignments are designed to be completed during class time. Classwork must be completed and submitted during class. Late work is not accepted. Making up work for excused absences is the responsibility of the student. Students should consult Google Classroom and inform the teacher to make up assignments for excused absences.

TEXTBOOK/MATERIALS:

- Students will not be issued a textbook for this class
- Computer and online resources
- Google Classroom, an Online Learning Management System (LMS), will be used for managing assignments.
- Students should bring a writing instrument to class each day
- Interactive Notebook - provided

CLASSROOM RULES/CONDUCT:

As part of the P.R.E.P. Academy, the Business and Computer Science Department focuses on professionalism, accountability, responsibility, self-discipline and similar work ethics that are expected behaviors in a business environment. Therefore, each student is expected to conduct himself/herself in a professional manner by avoiding the following infractions: (1) unnecessarily stopping the teacher from teaching, (2) hindering other students from learning, and (3) engaging in behavior that is not in the best interest of the class. To ensure that a positive learning atmosphere is maintained, the teacher will enforce the discipline procedures outlined in the *Thomas County Central High School Parent-Student Handbook.*

CONSEQUENCES FOR MISCONDUCT:

- 1st Offense: Verbal Warning. Documented.
- 2nd Offense: Call Parent or Guardian. Documented.
- 3rd Offense: Teacher Detention before or after school. Documented.
- 4th Offense: Disciplinary write-up to the grade-level administrator.

COMPUTER USE:

Students will be required to access the Internet daily for assignments and projects. Each student must have an Acceptable Use Policy (AUP) on file at the school. All policies in the AUP will be followed.

Students should use the internet when instructed for classroom purposes only. Students who violate the AUP will receive a discipline referral and may have their computer privileges revoked.

FUTURE BUSINESS LEADERS OF AMERICA (FBLA):

FBLA is a co-curricular student organization that plays an integral part in the components of the Business & Technology course standards. FBLA activities are incorporated throughout this course and the rest of the Business and Computer Science courses. Students are strongly urged to join FBLA ($25) to benefit from the wealth of opportunities the organization has to offer.

END OF PATHWAY ASSESSMENT

Students are encouraged to select a pathway beginning in ninth grade that is connected to their college and career goals. This course is one of three courses required to complete the Computer Science or Internet of Things (IoT) pathway in the CTAE department. At the conclusion of the third pathway course, students will be required to take an End of Pathway Assessment. This assessment provides students an opportunity to demonstrate what they have learned by completing an on-line, nationally recognized exam. Students who complete a pathway and earn an industry credential by passing the assessment will receive a graduation cord to signify their achievement.

Please read the following statements, print your name, sign, and fill out the information below.

As the **student**, I have read the syllabus and understand the expectations and requirements of the course. I also agree to follow the rules in Mr. Thompson's classroom.

_____   _____   _____

Student Printed Name   **Student Signature**   **Date**

As the **Parent/Guardian**, I have read the syllabus and understand the expectations and requirements of the course. I expect my TCCHS student to follow the rules in Mr. Thompson's classroom.

_____   _____   _____

Parent/Guardian Printed Name   **Parent/Guardian Signature**   **Date**

Parent Contact Information: *Please indicate the preferred phone number.*

Home: _____   Best time to call: _____

Work: _____   Best time to call: _____

Cell: _____   Best time to call: _____

Email: _____