Mr. Nathan Walker

Computer Science Discoveries 1 and 2 Middle School Room 501 August 23, 2021 Dear Parents/Guardians:

\_\_\_\_ Computer Science Discoveries 1 - The first middle grades course (Units 1, 2 and 3) focuses on the visible aspects of computing and computer science and encourages students to see where computer science exists around them and how they can engage with it as a tool for exploration and expression.

Computer Science Discoveries 2 - The second middle grades course (Units 4, 5 and 6) asks students to look outward and explore the impact of computer science on society. Students will see how a thorough user-centered design process produces a better application, how data is used to address problems that affect large numbers of people, and how physical computing with bare circuit boards allows computers to collect input and return output in a variety of ways. My grading will consist of the following:

Class Participation: 50% - Testing/Projects: 40% - Homework: 10%

These numbers are not set in stone; I may alter these numbers to fit the skill level of each class. My class rules are posted in my room and are discussed to the students on the first day. I believe in running a well-organized class with as little disruptions as possible. My rules, procedures, reward systems are listed below:

### **RULES FOR SUCCESS!**

- 1. BE ON TIME
- 2. BE PREPARED FOR CLASS
- 3. BE RESPECTFUL TO THE TEACHER AND OTHER STUDENTS
- 4. COMPLETE ASSIGNMENTS
- 5. CHAIRS ARE NOT TO BE USED AS TRANSPORTATION
- 6. NO CELL PHONES OUT IN MY CLASSROOM

#### **CONSEQUENCES**

- 1. WARNING
- 2. RELOCATION
- 3. PARENT CONTACT
- 4. LUNCH DETENTION
- 5. PARENT, TEACHER, ADMINISTRATOR CONFERENCE (Severe)
- 6. REFERRAL TO OFFICE (Severe)

#### **Classroom Procedures:**

- 1. Students will have materials ready for class when class begins.
- 2. Students can use the restroom on an emergency basis or at the teacher's discretion.
- 3. Only one person is allowed out of my class at any given time with a hall or restroom pass.
- 4. All students that use a bathroom or hall pass must sign a hall/restroom log.
- 5. There will be no food, drinks and chewing of gum allowed in my classroom.
- 6. Students will work productively in groups to complete group work.
- 7. Students are not allowed to play games on Chromebooks or the computers in the lab.
- 8. Cell Phones must be turned off and out of sight.

### **Course Objectives**

### **Computer Science Discoveries 1**

Unit 1 Problem Solving Forum

Unit 2 - Web Development Forum

Unit 3 - Animations and Games Forum

# **Computer Science Discoveries 2**

Unit 4 - The Design Process Forum

Unit 5 - Data and Society Forum

Unit 6 - Physical Computing Forum

### **Tardy Policy**

## THIS IS PER CLASS PERIOD, PER SEMESTER:

1st tardy = Warning

2nd tardy = Warning

 $3rd tardy = \frac{1}{2} day ISS$ 

4th tardy = Full day ISS

5th tardy = ISS until parents meet with Administration

6th tardy = Principal discretion

## **Reward System:**

## **Compliments**

Students are complimented on their hard work and ability to followed teacher instructions. Every student in my class is continually encouraged to complete all activities and projects. I will compliment students that demonstrate excellent work and workmanship.

#### Positive Reinforcers That Could Be Given To a Student:

- 1. A Positive note will be sent home to the parents/guardians.
- 2. A Positive phone call home.
- 4. A trip to the library for time to read a magazine or book.

This is a contractual agreement between me, the instructor, the student as primary agent and the parent(s) and/or guardian(s) of the student as secondary agents. Your signature is your statement that you have read the classroom management policy and are committed to adherence and enforcement of said policy.

Students: I have read Mr. Walker's classroom management policy. I understand Mr. Walker's procedures and will honor them while in his classroom.	
Signature:	Date:
	nd and discussed this with my child and will support this hild's education and I understood what I read.
Signature:	Date: