

Mr. Nathan Walker

Coding In Minecraft Using MakeCode Introductory - Room 501 August 23, 2021

Dear Parents/Guardians:

Coding in Minecraft is a computer science credential program with supporting curriculum, delivered through Minecraft: Education Edition. Developed by Prodigy Learning, the program engages young and diverse learners (from middle grades) through game-based learning in an immersive computer science and coding curriculum and rewards their learning with credentials. Students learn in a safe and open digital environment where they complete learning activities either individually or collaboratively. The class will also use supplemental lessons from code.org and from their course Computer Science Discoveries. 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

1. Lesson 1: Introduction to Minecraft
2. Lesson 2: Digital Citizenship
3. Lesson 3: Agent Move
4. Lesson 4: Agent Build
5. Lesson 5: Community Build
6. Lesson 6: Errors

Tardy Policy

THIS IS PER CLASS PERIOD, PER SEMESTER:

- 1st tardy = Warning
- 2nd tardy = Warning
- 3rd tardy = ½ 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: _____

Parents/Guardians: I have read and discussed this with my child and will support this plan. I will be involved in my child's education and I understood what I read.

Signature: _____

Date: _____