Intro to Software & App Design (S1 & S2)

2023-2024

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Class Information:	**Room #:** J-225 **Office Hours:** Monday, Wednesday and Friday from 2:30 – 3:00 pm
Course Description:	This course provides an introduction to programming. Students will create, edit, and execute code, use mathematical and relational operators, and apply knowledge to code editors including gaming software. Students gain experience with coding concepts such as: functions, variables, loops, comparison and logical operators and more. A strong background in technology, math and attention to detail is a good match for interested students, as well as strong character initiative in creativity. Tenacity is key when debugging and correcting code. Programming languages used include JavaScript and GML (GameMaker). Additional topics covered include: File type conversion, cybersecurity, encryption, cloud-based software, database software, and more. The course fee is used to purchase software (for example, GameMaker licenses) and spare headsets.
Prerequisite:	● Freshman or Sophomore ● The student must earn a C or better in Algebra 1-2
Course Learning Units:	● Algorithms, Functions, Iterative Structures, Conditionals, Variables, User Input, Parameters ● Arithmetic Operators, Comparisons, Booleans ● Cybersecurity Overview, CIA Triad, Cryptography, Security Issues (ie: Viruses) ● Game Design and Game Development
Major Course Assignments and Projects:	● Programming Language: JavaScript ● Programming tutorials and exercises ● Supplemental coding activities ● Game Design and Game Development
Supplies and Resources:	We will use a variety of resources but the majority of programming content will come from a web-based, blended learning software called: ● CodeHS Additional supplemental software used includes: ● Code.org ● CodeCombat ● FlowLab ● GameMaker
Text / Online Applications	**Curriculum Name:** CodeHS (web-based) **Google Classroom**

THIS SYLLABUS IS TO BE KEPT IN NOTEBOOK AT ALL TIMES FOR STUDENTS TO REVIEW

	Required Apps with Login Info: The majority of software used in class will use the student's Google or Clever Login.

GRADING/ASSIGNMENT PROCEDURES:

80% of your overall grade is made up of the categories below; the other 20% comes from the final exam.
- The LHHS and CTE policy: Final exams account for 20% of the final course grade.

Grades are determined using a weighted average based on the following percentages:
- **ASSIGNMENTS** (labs, classwork) ……………30%
- **ASSESSMENTS** (unit exams, tests, quizzes, projects) ……………50%
- **PARTICIPATION** …………………………………20%

ACTIVE PARTICIPATION IS MANDATORY for all students.

Grading Scale
- A   90-100
- B   80-89
- C   70-79
- D   60-69
- F   0-59

Attendance & Absence:

A parent or guardian must notify the attendance office by phone or in writing on the day of the absence. Once on school grounds, a student may not leave campus without permission and without signing out in the attendance office.

Tardiness:

A student not in his/her assigned seat when the tardy bell rings is considered tardy. A student who is tardy to his/her first class of the day must report directly to the attendance office and not go directly to class. It is the student's responsibility to have a pass if they are late to the other class periods.

 Absent Work:

A student is allowed 1 day to make up work for each day he/she is absent. (2 days absent= 2 days to make-up work, etc.)

District Homework Policy

Purpose:
- Homework should be purposeful, intentional, and relevant to instruction.
- All types of homework should promote high-quality learning and achievement.
- Teachers introduce new concepts, information, and skills in school, **not** in homework.

Time:
- Time spent on homework should be purposeful in terms of learning and skill acquisition.
- Homework may be assigned on a daily or long-range basis where students can expect an average of 70 to 120 minutes per night encompassing all subject areas.

Academic Dishonesty:

Academic dishonesty will not be tolerated under any circumstances. Cheating, copying, or plagiarism of any form will result in

failure of the assignment, disciplinary referral, and a parent contact. (See Student Handbook)

School Behavior and Expectations:

Students are responsible for abiding by the Student Code of Conduct located in the Student Handbook.

Cell Phone Policy:

Upon entering the classroom, cell phones must be silenced and placed in a cell phone holder. When staff members ask students for their cell phones, refusal to turn the cell phone over may be treated as insubordination. Cell phones may be in use during passing period and during their lunch period. Students may not use their phones to take pictures. Air Pods, Ear Buds, and Headphones will be treated as a cell phone violation. Inappropriate use of smartwatches and other smart technology will also be treated as a cell phone violation.

Dress Code:

The district dress code will be strictly enforced. If you are not dress code compliant, you will be sent to the office. (See Student Handbook)

Location of Use and Wireless Access   **Wi-Fi: LHUSD-Guest   Password: guestpassword**