

Computer Programming I Syllabus

Instructor:

Mr. Henning

Textbook:

Programming Principles and Practices Using C++

General Course Description:

Welcome. Your first task this semester is to read the following information and have your parents read it as well. Hand in the signed portion of this paper by the end of the week indicating you have received and read this important information about the course. Please keep this sheet in a safe place for your reference the remainder of the semester.

Computer Programming I is designed to introduce you to the concept of programming. We will be using C++ as our programming language for this course; however the concepts learned in this course are used in every type of programming language. This course will involve many projects to help you learn new programming techniques and skills. Several topics that will be covered throughout the course are variables, computation, errors, programs, functions, classes, and input and output.

The software that we will use for this course is Microsoft's Visual C++ Express and is available for free online. If you wish, you may download and install this on your home computer so that you can practice at home.

Class Rules and Consequences:

1. You should respect the instructor and other students in your class. This includes not talking while others are speaking.
2. There will be no use for cellular devices in this course, and therefore all cellular devices will be turned off during class.
3. You should only run applications that are needed for Computer Programming I.
4. You should read and follow our district's computer use policy found [here](#).
5. If the class rules are broken, retraining will be conducted before or after school to reinforce the behaviors that are not being displayed. Depending on the frequency and number of infractions, higher levels of consequence may be implemented.

Moodle:

We will be using a web-based program called Moodle for much of the course. Moodle is a very extensive program and can be used to give quizzes, tests, homework, projects, and labs. Moodle will contain many resources, some of which we will not have time to go over or explain. You will have access to this program both in class and at home. You will not be required to access this from home. However, you may use these resources for extra practice, help, and/or enrichment. Please remember that Moodle is just a tool to help enhance this course; Moodle does not change the course content or difficulty. You will find a system similar to Moodle in almost all higher education programs.

Grading Policy:

1. All graded assignments are graded on a point-based system where the total points earned are divided by the points total to calculate the percentage shown on the report card except for the homework (see below).
 - a. Classwork
 - i. Classwork is based on active participation, completing in-class assignments, coming prepared for class with all necessary materials, and following the rules.
 - b. Tests/Quizzes
 - i. Tests and quizzes will be given periodically.
 - ii. Missed exams & quizzes should be made up in a timely fashion to maximize your chances of success. I recommend not exceeding one cycle.
 - iii. Cheating will result in a zero.
 - iv. Talking during a test or quiz will result in a zero.
 - c. Projects
 - i. Projects will be completed in most units.
 - ii. If a Project is missed due to an absence, it is up to the teacher's discretion if you will make it up.
 - iii. Projects identical to another student or the internet (i.e. copied) will result in a fractional grade. DO YOUR OWN WORK.
 - iv. Project quizzes may be given.
2. Mastery Learning Policy
 - a. Every student is expected to achieve no less than a 70% on each and every graded assignment (test/quiz/project/classwork).
 - b. If mastery is not shown the assignment will be redone until a score of 70% is achieved.
 - c. If a 70% or better is achieved the student will have the option to resubmit the assignment for a better grade on his or her own time.
 - d. Failure to achieve 70% or better on the first attempt may cause the student to miss out on enrichment activities.

The eligibility requirement for extracurricular activities this year is 65%, and you must earn a 65% to receive credit for the course.

Computer Programming I Syllabus

Tips for Success:

Computer Programming I is a rigorous course that incorporates both conceptual and mathematical and logical principles; therefore, it is of utmost importance that students complete all assignments in a timely fashion. I recommend that students complete all homework assignments, and take notes during reading assignments. I also stress the importance of students seeking help at the first sign of distress so they do not fall behind, as this can be detrimental as the semester progresses. If, at any time, you are experiencing problems in the coursework, please contact me, and we can arrange a time where I can give you extra help with any type of skill or concept. Lastly, keep a positive attitude throughout the course!



Everything is possible with the right priorities, effort, and tools!

Sincerely,

Derrick Henning – henningd@sgasd.org

**Policies are subject to change at any time without notice per teacher discretion.

Computer Programming I

Syllabus

**Policies are subject to change at any time without notice per teacher discretion.

Computer Programming I
Signature Sheet

PLEASE SIGN AND RETURN THIS PAPER TO MR. HENNING

Please sign the following lines. By doing so, you acknowledge that you have read the course syllabus/overview and understand the guidelines that are stated in this document. Thank you!

Student: _____ Date: _____

Parent/Guardian: _____ Date: _____

Parent/Guardian contact information:

Phone: _____ (best number to contact you)

Email: _____

Which way do you prefer to be contacted?

Computer Programming I
Computer Usage Policy

In addition to the school/district policy on **COMPUTER ETHICS AND USE**, it is required that students comply with additional guidelines for acceptable computer use when given the privilege of using the classroom computers in during classes.

- A. Students are responsible for their assigned computer. Students must report problems to the teacher **immediately** to avoid being held responsible for them.
- B. **No food, drink, or GUM** is permitted near the computer stations.
- C. Under **NO CIRCUMSTANCES** should a student be on the Internet without prior approval of the classroom teacher.
- D. **The Internet is an invaluable resource to be used as an educational tool. The school computers are NOT for entertainment purposes or personal use**
- E. **Utilizing webcam features, bypassing district security settings, downloading any programs or software off the Internet, playing games , or taking part in inappropriate behavior that could result in damage to the computer equipment will not be tolerated and will result in automatic referral to administration.**

Computers are a necessary and vital part of your learning environment. You are expected to treat the equipment with care and adhere to the above guidelines.

Any student found in violation of the above guidelines will face **disciplinary action, loss of computer privileges (resulting in being removed from the course)**, and when necessary, **a monetary charge** for damages incurred.

I understand the guidelines outlined above and agree to follow them at all times:

_____ Student Signature	_____ Date
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Student Copy: Please keep for your records.

**Computer Programming
COMPUTER USAGE POLICY**

I understand the guidelines outlined above and agree to follow them at all times:

_____ Student Name Printed	_____ Year of Graduation
_____ Student Signature	_____ Date
_____ Parent Signature	_____ Date

Teacher/Department Copy: After signing, please tear along the dotted line and submit this portion to your teacher.