Introduction to Computer Programming Syllabus

Instructor:
Mr. Henning

Curriculum:
Apple Swift Programming

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.

Introduction to Computer Programming is designed to introduce you to the concept of programming. We will be using Apple Swift Playground as our programming environment 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.

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.
3. You should only run applications that are needed for Introduction to Computer Programming.
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.

Introduction to Computer Programming
Computer Usage Policy

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. Swift Programming Modules
        i. These are the programming assignments in swift playground.
    c. Projects
        i. Projects may be assigned as needed.
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.

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Tips for Success:

Introduction to Computer Programming 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

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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?