**Fundamentals of Computer Science**

**Instructor:** Mr. Miller

[**School Website**](https://www.fortbendisd.com/Domain/21847)**:** https://www.fortbendisd.com/Domain/21847

**Email:** Aaron.miller@fortbendisd.gov

**Conference:** 6th period (Mon, Thur, Fri 11:55 – 12:45 or Tues, Wed 12:15 – 1:00)

**Classroom:** 317

**Course Overview**

Fundamentals of Computer Science will foster student creativity and innovation by presenting opportunities to design, implement, and present solutions to real-world problems. Students will collaborate and use computer science concepts to access, analyze, and evaluate information needed to solve problems. Students will work with HTML, Scratch, Python, or JavaScript programming languages.

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| --- | --- | --- |
| **Grades** | | |
| Major Grades [50%] | Online tests, file checks, and projects | |
| Daily Grades [50%] | Online quizzes, daily work, and file checks | |
| **Make-up Work/Tests/Retests** | It is YOUR responsibility to obtain the work and to make up quizzes/tests/retests if absent. When a student is absent, he/she must complete the missed work outside of class. | |
| **Homework** | | |
| All assignments are designed to be completed in class. There will be times when students will need to complete the day’s work at home. There may also be times when students will be expected to work on a project outside of class time as needed to meet deadlines. | | |
| **Retesting** | | |
| **Requirements** | Major grades only – 74 and below  * Must attend a tutorial. * Maximum score = 75 * Re-teaching/re-testing must be completed before the next major grade | |
| Late Work Policy | | |
| **Late Work Grades** | * 1 Day: minus 10 points * 2 Days: minus 20 points * 3 Days: minus 30 points * 4 Days: minus 40 points * 5 Days: minus 50 points * 6 or more Days: 0 will stand | |
| Tutorials | | |
| **Tutorial Hours** | By request | |
| Supplies | | |
| **Supply List** | School Issued Laptop, pencil or pen (blue or black ink), paper | |
| **Programs** | | |
| **Programs**  **Utilized** | Skyward – Grades, attendance - OFFICIAL gradebookSchoology – Curriculum, communication, submitting assignments  * Office 365 and OneDrive – Student files | * Code.org * CMU CS Academy * Quizizz * Quizlet * Kahoot |

**Classroom Expectations**

1. FSMS SCHOOL RULES STILL APPLY
   * Use appropriate language and treat each other with respect.
2. BE ON TIME TO CLASS
   * Follow the FORT SETTLEMENT Middle School tardy policy.
   * Attendance will be taken daily.
   * Being on time to class every day ensures you have the extra time you need to mentally prepare for class.
3. NO FOOD or DRINKS (EXCEPT BOTTLED WATER) ALLOWED IN CLASSROOM
   * Unless otherwise stated by nurse.
   * Bottles must remain closed and may not be on computer tables.
4. BE PREPARED
   * Come to class prepared mentally and with materials
   * Help others when you can, answer questions, post resources, etc.
5. NO PHONES
   * No cell phones in class (phones MUST stay in your locker)
6. RESPECT
   * Always, respect yourself, each other, and me!
7. COMPUTER RULES – help take care of our computer lab

* Do not change any settings on the provided monitors.
* Do not unplug anything from the docking station other than your laptop.
* Do not touch another student’s laptop, keyboard, mouse, or monitor.
* Do not turn off another student’s docking station or laptop.
* Tell the instructor immediately if there is a problem with the computer equipment at your seat.

**Learning can be fun when we all work together as a group!**

I have received and read the course information for Fundamentals of Computer Science.

Student Name (Print): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Period: \_\_\_\_\_\_

Parent Name (Signed): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_

Preferred Method of Contact:

Phone: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Email: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_