8th Grade Creative Computers
Course Syllabus

Course Description

Creative Computers is a course that aims to show students that “coding” can be fun, collaborative, and creative. The course is designed to motivate students to continue learning computer science to improve real world relationships, connections, and life. The class will foster an environment of learning that emphasizes risk-taking and that success does not come on the first try, just like the world's most difficult problems aren't solved on the first try. Challenge is good when it is supported by plans and tools that lead to success. This course will help students persevere in solving problems. Code.org will be the primary utilized for this class along with others as deemed necessary.

Course Objectives

Upon successful completion of the course, the student will…
1. Define common vocabulary used in computer programming.
2. Use and implement common program control structures.
3. Read code and create websites and games.
4. Be a critical thinker and problem solver.
5. Possess the skills necessary to be a leader and work collaboratively as a team member.

Required Course Supplies

Pencil and/or Pen

Grading

The final course grade will be based on total points for the following categories:
- 2 pts. for typing in your daily blog
- In-class assignments & tests
- Technology exploration activities
**Student Expectations**

- Be critical thinkers and problem solvers
- Be able to communicate (both oral and written)
- Be a leader and collaborate with peers
- Be able to adapt to multiple situations
- Be curious and imaginative
- Take initiative and do your best
- Know when and how to properly use technology

**Classroom Expectations**

- Regular attendance is important for academic success.
- Upon entering the classroom, check the board for bell work and assignments. Your daily learning target will be listed here and you will be required to know the objective.
- Be prepared – bring required materials to class every day.
- Complete and turn in all assignments when due.
- When absent, take the initiative to obtain assignments missed or you can access your assignments on Schoology.
- Respect the teacher, your peers, and guests to the classroom. Refrain from negative, unkind putdowns.
- The classroom is a gum, food, and drink free environment. Please deposit items in the trash upon entrance to the classroom. (Water in a bottle will be permitted, but must be kept off student desks.)
- The district policy on technology use will be followed and enforced. Unauthorized sites on the Internet should never be accessed at school. Students who are logged on to unauthorized sites on the Internet are subject to loss of Internet privileges, parent contact, and/or administrative referral, as outlined by the district’s secondary student handbook.
- Before leaving, students will clean up their area and push chairs under the desk.

*Inability to meet classroom expectations will result in a warning, removal from workstation to a separate learning area, parent contact, and/or possible referral to administration.*

__________________________________________  Date__________
Student Signature

__________________________________________  Date__________
Parent Signature

Parent Preference for Contact: (Phone or E-Mail) – Please write your phone number and/or e-mail address for reference: ________________________