

Sixth Grade Introduction to Computer Science, Fall 2018

Mr. Washburn

Claremont Middle School

jean.washburn@ousd.org

510-427-2012 (cell)*

Course Description:

Welcome to 6th grade Introduction to Computer Science in room 10! This is a semester-long introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun. We will cover three units: an introductory problem solving unit, a unit on web development, and wrap up the semester covering computer animation and games.

Unit 1 Problem Solving	Explore the problem-solving process and the different ways humans and computers solve problems.
Unit 2 Web Development	Discover the languages powering the web. Build your own websites in HTML and CSS using Web Lab.
Unit 3 Animations and Games	Learn the powerful constructs underlying programming languages. Build interactive animations and games in JavaScript using Game Lab.

Room 10 Class Objectives:

- All students will feel recognized, valued, and safe.
- All students will work hard, every day.
- All students will cultivate a growth mindset.
- All students will collaborate with peers to solve coding challenges.

Materials:

Students will be provided with the following materials, which are expected to remain in the room:

1. A blank sketch journal for note taking and program planning
- In addition to these materials, students will need to bring pencils and pens to write with.
 - Students will be expected to keep their journals organized according to Mr. Washburn's instructions. Journal checks may occur at any time!

* I am typically available until 5pm, and will return phone calls and texts within 24 hours.

Core Class Coding Tools:

In this class we will be using the coding tools provided by <http://code.org>. Students will be provided with a card with information on how they can access the class section and save their work.

Behavior

In order to create and maintain a safe and productive learning environment, students are expected to abide by our agreements we have laid out in our **class contract** and to follow all of the classroom 6 procedures we learn. Additionally, students are required to follow the 6th grade classroom rules, which are as follows:

1. Follow instructions the first time given.
2. Keep hands, feet and objects to yourself.
3. Listen attentively to the speaker.
4. Use positive and constructive language.
5. Food, gum, headwear and electronics put away/off at all times. (Screw-top water bottles are okay!)
6. Try your very best.
7. Respect the technology.

If students choose to break these rules, the following consequence steps will apply:

1. Warning
2. Redirection
3. 1-1 teacher meeting; possible seat change
4. Office referral and/or phone call home

Please note: Fighting, defiance or vandalism will lead directly to an office referral.

If students choose to follow these rules, many incentives may apply, including...

1. Participation Point
2. Class Point – the class with the most points at the end of the month can determine a class prize (examples of class prizes – free time on the computer, pizza party, movie and popcorn...)

Percentage	Item	Description
29%	Participation	Participation Grade is determined based on: - Behavior (Am I following the classroom expectations and norms? Am I helping the learning of others? Have I tried to fix my mistakes?) - Discussion and Group Work (Am I contributing in pair shares and group work?) - Classwork (Was I working on the assigned classwork?) - Time (Am I on time to class?)
20%	Quizzes	Throughout the semester, there will be short quizzes that test knowledge of the coding concepts learned in class. It will be a combination of multiple choice and short demonstrations of debugging code.
51%	Projects	There will be 3 projects, each worth 17% of your grade. Grading rubrics for each project will be handed out at the start of each project.
100%	Semester Total	

Explanation:

- I. Participation Grade – Each student starts the class with 4 participation points. One for behavior, discussion and group work, classwork, and time. If we are not fully participating in each of the 4 areas, then we loose a point for that area.
 - a. Behavior includes:
 - i. Following the classroom expectation and norms in order to maximize our learning time
 - ii. Classroom Norms: to be determined. Classroom norms are to be agreed upon by all users of classroom 10.
 - b. Discussion and Group Work
 - i. Each class we will have the opportunity to participate in small group discussions and group work. All students are expected to contribute.
 - c. Classwork
 - i. Each class, we will have classwork, including activities, Do Now assignments, journal entries, and exit tickets.
 - d. Timeliness
 - i. Students are expected to be in their seats by the time the class period begins in order to maximize learning time.

- II. Quizzes: Throughout the semester, there will be short quizzes that test knowledge of the coding concepts learned in class. It will be a combination of multiple choice and short demonstrations of debugging code.

- III. Projects

- a. There are three projects in this class, concluding each unit. Each will demonstrate the concepts learned in each unit. Rubrics will be provided for each project at the beginning of the project. Each project is worth 17% of the final grade for the semester.

Cheating Policy

Students are expected to do their own work. If a student is caught cheating on any assignment, quiz, or test, she will receive a **zero** for that assignment, quiz, or test and I will contact home. If he allows a peer to copy his work, the same consequences apply. Cheating includes copying work from another classmate as well as copying work from any other source without proper citation, which is plagiarism. The only exception is when a student is absent, she is allowed to copy class notes from a peer.

Absence Policy

If a student misses class, it is his responsibility to find out what was missed during the absence. Students may have the same number of days they were absent to make up their work. Unless Mr. Washburn says otherwise, students will still be required to take a previously scheduled quiz upon their return to school. Students can request handouts from Mr. Washburn to help them make up Project and Classwork for any class period they might have missed.

Phew! Thank you for reading all of this! Please sign below to indicate that you have reviewed this and you understand the class expectations and policies outlined above. If you have any questions, please email me at jean.washburn@ousd.org and we can set up a time to talk. I look forward to our work together this year.

Student Signature: _____ Date: _____

Parent Signature: _____ Date: _____