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 0	Introduction to computers and digital citizenship, with a focus on how students will be compassionate, mindful, and safe (CMS) in their digital life.
Unit 1	Explore the problem solving process and the different ways humans and computers solve problems.
Unit 2	Discover how the internet works and the languages powering the web. Build your own website in HTML and CSS using Code.org's Weblab.
Unit 3	Learn the constructs underlying programming languages. Build interactive animations and games in JavaScript using Code.org's GameLab.

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 need to bring the following materials to class:

1. A folder to keep worksheets and other classwork
2. Pencils and pens to write with.

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. This information will also be emailed to students at their OUSD account.

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 procedures we learn. Additionally, students are required to follow the 6th grade classroom rules, which are as follows:

1. Keep your hands, feet, and other objects to yourself (don't touch other student's computers without permission)
2. No food or drink in the lab (water bottles with screw top lids and cough drops ok)
3. Always ask permission to leave your chair
4. Treat other students and the classroom supplies (i.e. computers) with respect
5. No cellphone use in class.

If students choose to <u>break</u> these rules, the following consequence steps will apply:
1. Warning
2. Redirection + Loss of 'On Task Point'
   a. Phone use after warning will result in cell phone going on teacher's desk until end of class
3. 1-1 teacher meeting or Reflection Sheet + Loss of 'On Task Point'
4. Office referral and a phone call home
   Please note: Fighting or vandalism will lead <u>directly</u> to an office referral.

If students choose to <u>follow</u> these rules, many incentives may apply, including…

1. CLCs – Computer Lab Coupons that can be used with a class prize box or use of headphones while they work, etc.
2. Class Points – When the class reaches a certain number of points, they get free computer time or a movie day

Grading Policy

Percentage	Item	Description
30%	On task	Daily four points for students who are on task and are following classroom expectations.
20%	Classwork	Includes daily, short written assignments, called DO NOWs, and online coding activities in code.org.
25%	Weekly Quizzes and End of Unit Tests	Throughout the semester, there will be short quizzes that test knowledge of the coding concepts learned in class that will be multiple choice. There will also be 4 End of Unit assessments that will be multiple choice and short answer.
25%	Projects	There will be 2 end of unit projects and smaller several vocabulary poster projects. Grading rubrics for each end of unit project will be handed out at the start of each project.
100%	Semester Total	

<u>Cheating Policy</u>

Students are expected to do their own work. If a student is caught cheating on any assignment, quiz, or test, they will receive a **zero** for that assignment, quiz, or test and I will contact home. If they allow a peer to copy their work, <u>the same consequences apply</u>. Cheating includes copying work from another classmate as well as copying work from any other source without proper citation, which is <u>plagiarism.</u>

<u>Absence Policy</u>

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, BUT all work can be found on the class' Google Classroom after it is assigned.

Acknowledgement Page

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. Your student should return this acknowledgement to Mr. Wash by _____. 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: _____

Google Classroom Email Request:

I consistently post assignments, materials, resources, and reminders to our class' Google Classroom account. It is also a collection point for all of the student's written classroom assignments and links to finished projects. If you would like to be invited to join our Google classroom in order to see the work we do in class, please neatly write your preferred email address below:

Email: _____