

# Principles of CS Classroom Expectations

## Purpose of the Program:

“Principles of Computer Science” is a course designed to provide students a basic appreciation for computer science and prepare students to deal with the technology around them. This course includes an introduction to software, hardware and networking. It is an entry point for students hoping to “test the water” before taking more rigorous computer science courses.

## Attendance:

Class time is valuable. Be ready for class to begin. Plan ahead, allow yourself enough time before class starts to take care of school and personal business.

Students will be allowed **one tardy each quarter**. Tardies 2-4 will result in a 30 minute detention. Students exceeding three tardies in a quarter will receive an office referral and when possible a call to the parent. Tardies exceeding **10 minutes** will be considered an absence. Tardies will be excused if you have a pass from the office or another teacher.

Students must come to class with all needed materials. Students **returning to their lockers** for materials will be considered tardy.

Any student, regardless of their grade in the class, who exceeds **12 absences** in the class may not be eligible to earn credit.

## Assignments:

Please clearly identify assignments with your name, assignment title (i.e. Logo Assignment #1) or lab name (i.e. Sumobot 3.1 Line Sensor Test).

All assignments must be turned in on the date due at the beginning of the period or immediately after checking them in class. I will give you timelines for major project deadlines.

Individuals with excused absences will have one day for each day of absence to get make-up work turned in for grading. Before turning in this type of work, please write MAKE-UP across the top of your paper. Keep me informed regarding your progress!

## Grading:

The following grading scale will be used:

A	90-100
B	80-89
C	70-79
D	55-69
F	Below 55

You will be graded on a weighted point system. Scores will be marked with points earned over points possible (giving the traditional % score). Each activity will be weighted relative to the other activities given during the quarter. You will receive a grade print out in the middle and end of each nine weeks.

Your grade will consist of the following components:

<i>Principles of Computer Science Weighting of Grades</i>	
<i>Daily Class Work</i>	35%
<i>Lab Projects</i>	25%
<i>Quizzes &amp; Tests</i>	25%
<i>Weekly Blogs</i>	15%

## Help:

I am more than glad to provide students help on projects. Since there are numerous projects going on simultaneously it may be difficult for me to get time to answer your questions. If I am occupied try asking your question to another student or research the issue on the Internet. If I am busy get my attention and wait to be recognized. Don't walk away, I DO CARE about your project.



## Behavior And Discipline:

**Any activity** which disrupts the educational process will not be tolerated.

Respect the rights of those around you.

Raise your hand and wait to be called upon.

Degrading, ethnic, racial, or sexist remarks are not acceptable.

Do not wander around the classroom.

Do not bring food or drinks into the lab.

Computer "game playing" is not a focus of this course. This includes personal laptops.



Respect the property around you. Intentional destruction of computer equipment will result in an immediate office referral. Such action may lead to an expulsion from the class and will include restoration of the damaged equipment.

Computer hacking on any district systems will result in an immediate detention, a call to parents, and an office referral which could lead to an expulsion from the class.

Hacking includes:

- deleting or modifying any system files
- downloading and/or installing unauthorized software or viruses
- pirating software
- or other illegal or unethical procedures

Copying another student's work is not acceptable and is considered cheating.

MP3 players (iPods, etc.) are not to be used during classroom.

Cell phones may not be used in class. Text messaging is not allowed in class.

## Consequences Of Poor Behavior:

First violation - 30 minute detention. This detention time will be cut in half if it is served on the day in which it is issued. Report to Mr. Long's room for the detention.



Second violation - 1 hour detention and the teacher will call the parent. This time will be cut in half if it is served on the day in which it is issued. Report to Mr. Long's room for the detention.

Third violation - This detention will be turned in to the office. A detention or an in-school suspension will be the result.

Fourth violation - Administrative involvement and possible detention, in-school suspension, parent conference, or out-of-school suspension with possible removal from class.

Fifth violation - Administrative involvement and in-school suspension, parent conference, or out-of-school suspension with tentative removal from class with a loss of credit.

The teacher has the right to skip any of the consequential steps depending on the severity of the behavior.

## Classroom Materials:

Please keep your notes, daily work, labs and final projects in a three-ring notebook. You will print out and three-hole punch each of your assignments. Organizing your work neatly by sections will pay off!

## Classroom Emergencies:

There may be situations which require an immediate decision on your part. If you are not feeling well, you will be allowed to leave and explain at a later time. However, don't expect me to treat every situation of yours as a crisis. In the case of a sickness check with the office before leaving school.

Students consistently needing to use the restroom during class time will be required to make up the time after school. Failure to make up the time will result in a loss of the privilege.

Please feel free to call (222-5956) me if you have any questions regarding my classroom expectations. I would be glad to clarify the information on this sheet for you.

Parent Signature: \_\_\_\_\_

Student Signature: \_\_\_\_\_