COURSE OUTLINE

Computers 9

SUBJECT/GRADE: Computers 9
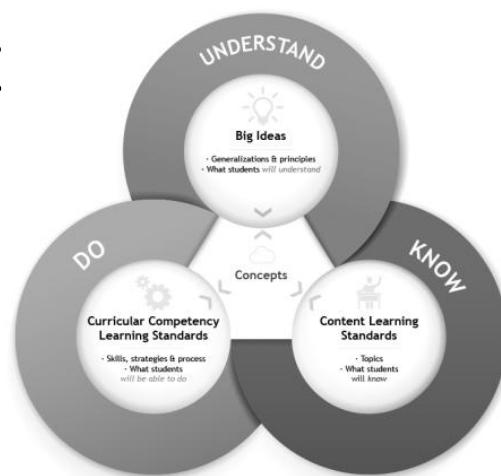
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ONGOING PROGESS UPDATES:

- **Up to date assessment will be available on the MyED portal and on students individual websites**
- **There will be a minimum of two formative reports communicated to parents throughout the semester. These will be accompanied by student self-assessments.**
- **One formal parent-teacher-student conference will be scheduled (date to follow)**
- **One summative report at the end of the semester**

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COURSE OVERVIEW

Computers 9 is an introductory programming and coding course in which students learn to code in HTML/CSS for websites, design games in one of Scratch, MIT APP MAKER, or Unity, and learn the basics of industry language such as Processing, Java, Python, or C#. With permission from the teacher, those who have prior experience in programming may work on self-directed programming projects instead.
The curriculum is based upon the prescribed learning outcomes as described by the Ministry of Education: https://curriculum.gov.bc.ca/curriculum/adst/9/core

BIG IDEAS

- Social. ethical, and sustainability considerations impact design.
- Complex tasks require the sequencing of skills.
- Complex tasks require different technologies and tools at different stages.

Content

- Principles of computational thinking.
- Introductory computer programming concepts and constructs.
- Planning and writing simple programs, including games.
- Impacts of computers and technology on society.

CORE COMPETENCIES

A Core Competency is a skill that all learners need to have to be successful in all aspects of their life. There are 3 core competencies: Communication (Communicating & Collaborating), Thinking (Critical Thinking, Creative and Reflective Thinking), Personal (Personal Awareness and Responsibility, Social Awareness and Responsibility and Positive Personal and Cultural Identity).

ASSESSMENT PLAN

As per the new Ministry of Education reporting guidelines, **letter grades and percentages will no longer be given to students in Grades 8 and 9**. Instead, students will be assessed on the following levels of competency:

Emerging	Developing	Proficient	Extending
to acquire knowledge, skills, strategies and processes.	the ability to apply knowledge, skills, strategies and processes.	knowledge, skills, strategies and processes consistently.	Knowledge, skills, strategies and processes creatively and strategically.

Materials:
Each student will require: 3-ring binder, lined note paper, pen, pencil, eraser and ruler.

Assessment:

1. ***Student Self – Assessment and Reflection***
2. ***On Going - Formative***

Minor Assignments and Classwork
- Worksheets, projects, labs and reading assignments may be marked to assess current understanding of topics being studied.
- Usually self-marked

Homework and Application
- There is generally no homework in computers 9 unless class time has been missed or not used effectively.
- Students are responsible for completing all work assigned while absent from class.

3. ***Summative***

Projects, Tests & Quizzes
- Each unit will end with either a summative test, project, or combination of the two.
- Test re-writes will occur after or before school

Lab Activities and Major Assignments
- These must be submitted on time as requested.
- Skills in making observations, problem solving, researching and expression of student understanding will be emphasized. Format and neatness will be taken into account.

Expectations

- ✓ **Use of Class Time**: Students are expected to show up to every class ready to work. Effective use of class time is important in order to keep up as well as to utilize the help of myself and classmates.

- ✓ **Attendance**: Whenever possible students should inform me in advance of an upcoming absence so that we can arrange a time to meet and make a plan in order for the student to stay on top of their work. With exception of an illness documented by the office, students will be expected to catch up on their own time. Students will also be expected to get any notes missed during an absence from a classmate. Students who leave the classroom before being dismissed without previous arrangements with me will be marked as absent.

- ✓ **Late**: Students who are late are expected to come in quietly and find their seat without disrupting the class. If a student is late on a test or quiz day they will not be given extra time. Habitual tardiness will be addressed on an individual basis.

- ✓ **Missing Test or Quiz**: Students who were not present for a test or quiz must arrange a time with me to write a different version of the test or quiz.

- ✓ **Homework**: Students will generally have time to complete the majority of their work in the classroom. But any work not finished in class will be expected to be finished at home. Classroom work will be checked for completion and some assignments will be handed in for marks. Work will not be accepted after a unit is finished.

- ✓ **Technology**: Technology can be a great tool for learning but when it becomes a distraction, it negatively impacts students. Any technology that becomes a distraction is generally placed on the whiteboard easel for the reminder of the class.

- ✓ **Extra Help**: Extra help is always available for students who require more help. Come see me to arrange a time that works for both of us.

Respect yourself, your classmates, teachers, the classroom and materials.