



## **[Intro to Computer Arts & Science]**

### **Course Description:**

Prerequisites: Algebra I and Computer Applications are essential for success

Grade: 10,11,12

Ever wondered why an algorithm behaves the way it does? Ever needed to “Scratch” an itch for game programming? How about combining your artistic side and your brainiac side? In this course, we will look at both the techy and artsy aspects of computers! Join a team that will focus on problem-solving, art, design, programming, and computing skills as they are related to digital technology needs of the future.

**Essential Skills:** Upon completion of this course, students will:

- ✓ Explore careers in media arts and computer science.
- ✓ Laws and ethics in media arts and computer science.
- ✓ Understand computer network and telecommunications technologies.
- ✓ Develop the ability to program.
- ✓ Introduce color theory and design principles.
- ✓ Explore fundamentals related to graphic design.
- ✓ Produce media for distribution using phases of production.
- ✓ Introduce the basic use of HTML and CSS.

**Attendance:** Students are required to be in school every day. Students are responsible for communicating with their teachers to make up missed learning.

**Need for Assistance:** Students may come in before school starting at 7:30am and after school until 3:45pm or make prior arrangements for an alternate time in order to receive additional help.

**Course Expectations:** Although not everything is graded, everything is important. In order to demonstrate growth and learning, students will need to:

1. Participate in class activities (take notes, work in a group, complete in class tasks, ask questions) without distractions (cell phones, games, etc.)
2. Use morning time and the teacher to seek help outside of class when needed.
3. Complete all assessments within teacher timelines.
4. Assignments are due on the assigned day which are listed in the Canvas.
5. Projects/Assignments need to be submitted to the correct area as instructed by the teacher.
6. All assigned work is required for completion of this course.

### **Grading**

**Learning (Practice):** includes instructional activities in and outside of class and are not used in grade determination.

**Skyward Assessment (Grades):** may include quizzes, labs, learning checks, tests, speeches, performances, and projects. Categories that will be used: Assignments, Daily Grades, Projects, Quizzes and Tests, and Final Exam.

**Final Exams:** All students are required to take and complete semester finals in accordance with the semester exam schedule.

Final Grade	
A	100% - 90%
B	80% - 89%
C	70% - 79%
D	60% - 69%
F	0% - 59%

### **Calculations:**

Final Grade Calculation	
Cumulative Grade	<b>95%</b>
Final Exam(s)	<b>5%</b>

### **Central High School Courses:**

- Will determine grades based on student performance and growth.
- Will not include practice and behavior in grade determination.
- Will give all students regardless of absence an opportunity to demonstrate learning.
- Will not include extra credit

**Instructional Resources:** Students will use the following programs - Adobe Photoshop, Adobe Illustrator, Sneak on the Lot, Fade-In, Study.com, Scratch, EdPy, Python, Java, HTML, Xello-SD My Life, Code.org, and CSS Web page.

### **Cheating/ Academic Dishonesty:**

- ✓ Copying and plagiarizing is unprofessional, unethical, and unacceptable.
- ✓ "Borrowing" or plagiarizing of any kind could result in a zero '0' for the entire project/assignment. When using an author's work, give credit cite your sources.
- ✓ Copying someone else's work could cause both you and the person who permitted you to copy their work could receive a zero (0) for the assignment.

## Classroom Procedures & Guidelines:

- Harassment— zero tolerance! (Outlined in the Student Handbook)
- **Electronic Devices/Cell Phones/ Headphones/ Earbuds**
  - Need to be put away in a backpack
  - **Cell phone usage is not permitted during class time.**  
*All confiscated phones and ear buds will be turned into Administration and follow the school's cell phone misuse policy.*
- **NO food or drink** (except water which must be kept on floor)
- **Computer Usage**—follow Policy from the Student Handbook.
- **Equipment Misuse/Damages**--Any unauthorized handling of equipment, power switches, or supplies is prohibited.
- *Students may be responsible for replacing or paying for any damaged equipment/materials.*
- **Talking** kept to a minimum so other students can focus on their work—do not disrupt others
- **Behavior** Students are expected to use good manners and be respectful and tolerant of all in the class. They are expected to be a positive, contributing member to the class.
- NO rolling around on the chairs.
- Due to safety reasons, book bags are to be placed **under** the computer desks and the aisles kept clear.
- Leave the workstation area free of trash; chairs pushed in; textbooks in their proper location
- **Do not to line up at the door**
- **Students will abide by all of the CHS rules outlined in the handbook.**

## COMPUTER AND INTERNET GAMES

- ✓ There will be NO computer or Internet games in the lab.

**Supplies:** None are needed for this class

The teacher reserves the right to alter this syllabus at any time during the course.

## Pacing:

Project Phase	Starting	Ending
Course Intro	August 26	August 27
Academy Introduction/Careers	August 28	September 2
Laws and Ethics in Media Arts and Computer Science	September 3	September 10
Graphic Design	September 11	November 5
Project Phase	Starting	Ending
Networking and Telecommunications	November 6	December 4
Media Production	December 7	January 20
Programming	January 21	March 24
Web Development	March 25	May 3

Final Project

May 4

May 26