

Computer Programming 11/12

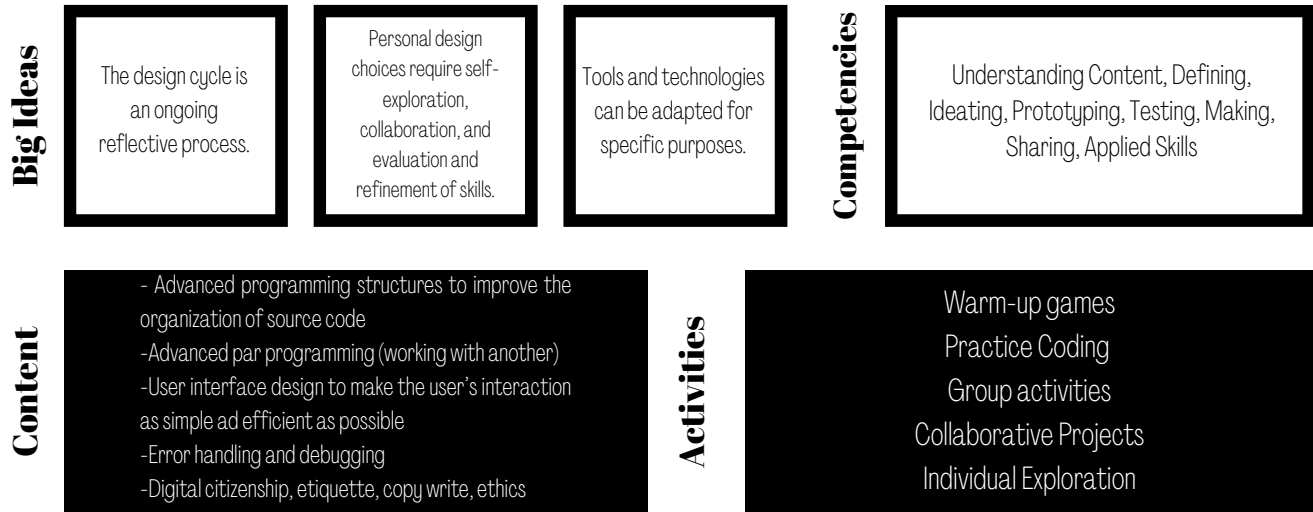
Ms. Bennett

abennett@sd44.ca

Office: Rm 2013 "The Bunker"

Class: Rm 211

Web Development 10 is a course which provides students with the opportunity to gain basic knowledge, general understanding, and application of online web design. You will be introduced to the concept of HTML and CSS coding styles, website functionality and interactivity, domain and hosting options, as well as other skills necessary for success in this field.



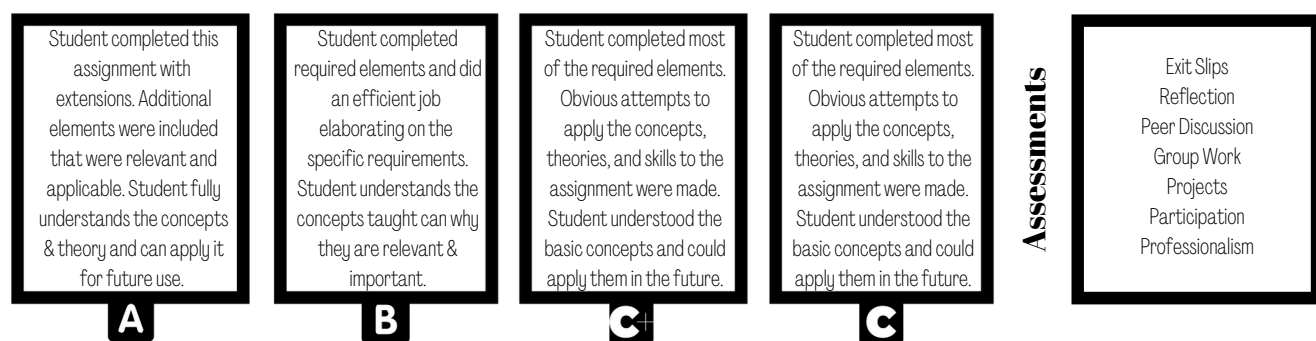
Learning Expectations

Units in Computer Programming 11/12 will be comprised of instruction through lecture, powerpoint, videos, discussion, hands on activities, assignments, and a final project or summative assessment. Within each unit, the curricular competencies covered will be accompanied by reflection. Some units will have tight deadlines while others will have greater flexibility. Students will have the ability to work at their own pace and to create their own timeline of completion for said flexible assessments. This allows students to complete their stronger suited activities first. By doing so, students will have enough time to focus on areas that they need to strengthen. Throughout the duration of the course, students will progressively learn how to code Python, Javascript, and HTML + CSS. This is an introductory coding course--the goal is to have students achieve a basic understanding and ability to code in these languages as they are introduced to them.

Units

Students are required to incorporate appropriate tools & basic skills necessary to successfully complete their projects. They are required to problem solve when coming across an issue, apply theory to create extensions of the requirements outlined on their assignment & demonstrate proof they are exploring the activities. Each unit will be supported by lessons, videos, small and large group discussions, and activities that allow students to practice specific skills. Assignments will encourage students to apply multiple concepts together within the unit and a final project. Students are expected to do more than what is being asked. Thinking creatively and critically is an essential skill to build on.

Rubrics



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Rules

Plagiarism, cheating, or copying of assignments will result in a mark of zero (0) for all parties involved. Parents, guardians, grade counsellors and administrators will be notified and a note will be added to the student's school file. Please review plagiarism and cheating in the student handbook. Students will learn how to use media appropriately without breaking copyright laws.

Lab Policies

- Food, drinks, and gum are not permitted in the lab.
- Airpods are not permitted during instructional or collaborative time. Ms. Bennett needs to give permission for use during class time.
- ZERO tolerance policy for video games. First step is a conversation, second is an email/call home to family, third is a conversation with administration.
- Please notify Ms. Bennett if any equipment is not working properly.
- DO NOT write on desks or school property. Immediate consequences will follow.
- Your assigned computer station needs to be cleaned up at the end of each class & your chair tucked in.

Attendance

- Regular attendance is required to be successful in this course. Hands-on computer use and instruction is vital for your learning. You need to be here.
- It is expected that you arrive on time. If you are late, enter the room silently *without* disrupting. Once a moment presents itself, please connect with Ms. Bennett. If you are repeatedly late, a conversation with your family and administration will occur.
- You are responsible for catching up on any kind of missed work.

Peer Policies

- Teachers and classmates are to be respected at all times. This includes any replacement teacher who may educate the class.
- There is a zero-tolerance policy for bullying, teasing, and/or insulting and immediate action with administration will take place.
- Inappropriate behaviour is up to the discretion of Ms. Bennett. Whatever she deems is offensive could result in disciplinary action. Choose to be kind.

Assignments

- Assignments and projects must be handed in by their due dates.
 - Ms. Bennett will mark work that is handed in on time as top priority. All other work submitted after the official deadline will be marked when she has time.
 - Top priority is given to those who practice good behaviours when it comes to punctuality and timeliness with their assignments.
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