

COMPUTER PROGRAMMING 11/12

GLENEAGLE SECONDARY SCHOOL

WHAT YOU CAN EXPECT

Computer Programming 11 is an introductory programming course. You will learn how computers operate and how to create your own programs. By the end of the course you should have learned

- How to program Alice with visual based drag-and-drop object-oriented program
- How to solve problems using logic
- How to create a larger and more complex program
- How to use Alice as a tool for programming
- How to develop a program including organization, time management, and details
- If you want to take Computer Programming 12

RESOURCES & LESSON AIDES

The best way to succeed is to attend class and ask your questions. The majority of assignments, lessons, and notes can be found on my SharePoint website. You may also attend Tuesday & Thursday tutorial sessions to seek further help. Please see me to arrange an appointment. You may also contact me via email for correspondence in the evening and on weekends. Most problems can be solved by reviewing your notes, handouts, and the online resources. **Remember that you must use your student log in and password to access SharePoint when at home.**

gleneagle.org & <http://teachers.sd43.bc.ca/sfindley> & sfindley@sd43.bc.ca

UNITS OF STUDY

Program Languages

Input/Output

Variables & Data

Loop & Switches

Algorithms, Arrays & Structures

Functions

Program Development

DUE DATES & EXTENSIONS

All projects and assignments have clear due dates. If you will be unable to meet a due date an extension will be granted if you discuss your schedule with me in person one full day before the due date. You must then follow through and do the work, meeting the required criteria for the new agreed upon due date. Please note that daily homework assignments normally do not qualify for extensions. Extensions will not be granted before the mark cut off period for interims, term one, or term two or on the day of the due date for a major assignment/project. If it becomes apparent that the granting of extensions begins to hinder your learning, the next time that you request an extension, it will still be granted, but you will be told that you will not be granted another extension for one calendar month.

ATTENDANCE & ASSESSMENT

If you know you are going to be absent, please tell me 2-3 days prior. If you are sick call the main office (604.464-5793). I can also be reached via email (sfindley@sd43.bc.ca). Upon your return to class a note must also be provided. All missed assignments are due on your return and all tests must be completed on that same day. If your absence from class is unexcused (skipping, no note, etc.) the same privileges do not apply and extensions will be granted.

In Class Grade (75% of the overall grade)			Major Projects (25% of the overall grade)	
Exercises & Assignments 50%	Unit Tests 15%	Questions & Participation 10%	Larger programming projects & final game/program	
Outstanding work (6) ++++	Very good work (4/5) +++	Satisfactory work (4) ++1/2	Minimal Expectations (3) ++	Below Minimal Expectations (1/2) +
A++ (100%) A+ (96%) A (91%) A- (86%)	B+ (81%) B (77%) B- (73%)	C+ (68%) C (60%)	C- (50%)	I / F (<49%)

COMPUTER PROGRAMMING 11

WHAT I EXPECT

I expect you to be a **motivated learner**. You are accountable to your parents, your school, yourself, and me. ***I expect you to be prepared, attend class promptly, and to do nothing less than your best work.*** These expectations fall into three categories:

<p>Attendance</p> <ul style="list-style-type: none"> • Attend class on time • Unexcused absences have consequences • Attend tutorials to complete work • If late, then please wait 	<p>Work Habits</p> <ul style="list-style-type: none"> • Read and follow instructions • Be attentive in class • Cell phones are turned off at all time (unless instructed otherwise) • Ask questions when confused • Written work should be in sentence form unless otherwise specified • Develop ability to problem solve • Go to the washroom during class breaks • Bring your school supplies to every class • Please clean up after yourself • No food or drink in the room without permission • Use class time wisely • Respect your peers • Respect your teachers • Respect the equipment • Respect yourself
<p>Assignments</p> <ul style="list-style-type: none"> • Submit assignments on due dates; if you can't make a due date, ask for an extension at least one day in advance • Attend tutorials for extra help • Do your best work on all work • Use your agenda book • Notes are dated, complete and organized chronologically • Homework must be done • All writing must be grammatically correct 	

NETWORK & ACADEMIC POLICIES

You are expected to follow all District and school policies as a Gleneagle student. These include those related to networking policies and academic honesty. An automatic failing grade is earned for all plagiarism and cheating on the assignment.

<p>Abridged Network Policy</p> <ul style="list-style-type: none"> • The District's local and wide area networks are intended only for educational purposes only related to your enrolled course. • Users are advised that computer systems (and files/records including email records) are District property and may be inspected or monitored at any time if misuse is suspected. • Users may not violate, or attempt to violate, the security of the District's computers, data or network equipment or services. • Users may not distribute or use anyone else's account name and password; • Violation of the Acceptable Use Policy is subject to remedial action on the part of the school including termination of student account access.
<p>Plagiarism & Cheating</p> <ul style="list-style-type: none"> • Failure to cite or document material from another source • Submitting the same assignment more than once • Submitting work which was acquired from another source, including the Internet • Cheating on an examination by either sharing material, use of unauthorized course notes or any aids not approved by the instructor • Submitting identical or virtually identical assignments unless authorized
<p>Any acts listed <i>will</i> involve counselors, administration, and parents and will result in a letter being placed in your G4 Permanent Student Record</p>

FINAL THOUGHTS

When in doubt, it is **ALWAYS** in your best interest to ask a question; this way you can be assured that you have the answer that you need, rather than hoping that you know the answer. If you have a problem, a question, or a concern, always see me to discuss it.