

P.K. Yonge Developmental Research School
Course Syllabus

Course Title: Creative Computing (Grades 6-8)
Introductory Semester, Fall 2007

Teacher: Mr. Christopher Davidson

Contact:

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Online grade book: www.mygradebook.com

This course is designed to satisfy the Sunshine State Standards and Course Level Expectations:

<http://www.firn.edu/doe/curriculum/crscod/basic612/68/68/ce68/0200010.pdf>

...as well as the National Educational Technology Standards (NETS) for Students:

http://cnets.iste.org/students/NETS_S_standards.pdf

...and the seven technology literacy reforms of the Alliance for Childhood:

<http://www.allianceforchildhood.net/projects/computers/>

Course overview:

This course will empower students with the computer skills necessary to creatively express themselves in a variety of formats. Class demonstrations, projects, reading activities and student presentations will build a deeper understanding and appreciation of contemporary technological and scientific advances.

We will explore basics of computer hardware, along with critical skills in word processors, spreadsheet applications, photo/image editors, databases and slide/presentation software. We will also learn about efficient and ethical use of Internet research tools, and we will conduct an in-depth study of how the Internet actually works. We will discuss historical milestones in technology and the people involved with them to help put modern computers in perspective with their clunky but well-intentioned ancestors.

This is a laboratory course and involves extensive, hands-on access to a wide variety of computer hardware and software applications.

Course goals:

After successfully completing this course, the student will demonstrate:

1. Understanding of basic computer hardware, peripherals and storage
2. Working knowledge of historical advances and relevant personalities in technology
3. Understanding and usage of technology-related vocabulary terms
4. Improvement of overall typing/keyboarding speed and accuracy
5. Ability to evaluate projects or problems and select/use appropriate technologies
6. Skill in searching and analyzing appropriate Internet resources relevant to research
7. Skill in creating and properly formatting word processing text documents, reports, graphs/charts, slide shows and presentations, databases and web sites

Materials Required:

USB removable Flash drive (memory stick), 128 MB minimum or blank CD-RW disc

2-pocket (3-prong) folder, or three-ring binder

Paper, pen/pencil daily

Attendance:

Academic success is based on active involvement in daily class activities. Students have 48 hours, for each day missed, to complete missed work due to an absence. After that, the assignment(s) will be subject to the late assignment policy. It is the student's responsibility to ask the teacher for the assignments he/she has missed, as stated in the Code of Conduct. Getting behind on assignments will not only hurt your grade, but also make it more difficult to learn new material.

Lab Policies:

Part of the class grade depends upon the student's adherence to lab rules. The following are prohibited in the lab: food and drink, portable electronics (cell phones, PSPs, Game Boys, iPods, laptops, cameras, etc.) and headphones/earbuds (unless they are part of the day's lab project).

State Grading Scale

Florida statues establish the following grading scale

- A: 90-100
- B: 80-89
- C: 70-79
- D: 60-69
- F: 59 and below

All student work requiring computer usage will be completed in class. Homework assignments will **not** require the use of a computer. Students who are absent from class or who need extra time can attend open lab hours. Students can also choose to work in the library or at home when extra time is needed.

Each quarter grade will be computed as follows:

Lab Projects	60%
Tests and Quizzes	15%
Notebook	15%
Focus	10%

Each semester grade will be computed as follows:

Quarter 1	40%
Quarter 2	40%
Semester Exam	20%

Lab Projects – These activities will range from creating or analyzing slide show presentations, spreadsheets, charts and graphs, web sites, film clips, design layouts, etc. Lab projects may take more than one class period to complete. Each project has clearly explained guidelines detailing the requirements, grading methods and applicable due dates.

Class Notebook – Students will be expected to keep notes, readings, projects, etc. in a three-prong, two-pocket notebook or three-ring binder. The notebook will be checked weekly and graded. Students will have time and supplies to organize their notebook in class. Student notebooks are a great resource for organizing class information and previous assignments, often assisting with review, critical thinking and problem solving.

Focus – Using computers in a lab environment often creates distractions. Students earn one focus point each class by following posted lab policies (e.g. no gum, no running, no video games, no web surfing unless it is part of the day's project) important to maintaining focus and safety.

Semester Exam – During finals week every student will complete a project based on the skills developed throughout the semester.