

Syllabus, Policies, and Procedures

Pine Ridge High School



Procedural Programming

Instructor: J. Vega-Garcia

Room 4-004

Phone: 386.575.4195

Email: jvegagar@volusia.k12.fl.us

COURSE DESCRIPTION:

This course introduces concepts, techniques, and processes associated with computer programming and software development.

STUDENT MATERIALS:

- Digital Textbook: Code HS
- Online Learning management platform: Canvas

TARDIES:

I will be at the door when the bell rings. Once the door closes students are considered tardy. The only exceptions will be students arriving with a pass, or escorted by an administrator/campus advisor. Consequences for not following the policy will be as follows:

- First offense: Student marked tardy and given a warning
- Second offense: Student marked tardy and parent contacted
- Third offense: Student marked tardy and given a Lunch Detention.
- Fourth offense: SRC Involvement

ABSENCES:

If a student is absent, it is his/her responsibility to check for any missed assignments. To assist students during an absence, assignments will be posted on Canvas.

TESTS AND QUIZ MAKE-UP:

Missed tests and quizzes must be scheduled with the teacher and may require staying after school. To get full credit the Test/Quiz must be made up within three days upon their return to class.

TEACHER ASSISTANCE:

Office Hours are held the second half of lunch daily (except for Wednesdays). Mr. Vega Garcia is also available before and after school.

CANVAS:

Our class will be using a learning management system called Canvas.

Student Expectations:

1. Canvas is intended for educationally enriching purposes only.
2. Any inappropriate content will be deleted or edited and sharing privileges may be taken away.
3. Students will submit most class work to the teacher through Canvas.
4. Students will use a respectful tone of voice when posting discussion questions. All school rules and consequences related to harassment apply.
5. Students will not reveal any personal information. This includes telephone numbers, addresses, emails, etc.
6. Students will not post photos or videos unless given permission.

TECHNOLOGY (PHONE/MP3 PLAYER/FLASH DRIVES) POLICY:

Students are not allowed to text, phone, play games, or watch videos at any time unless instructed by the teacher.

Failure to comply with these rules will lead to:

- First offense: Warning
- Second offense: Parent contact
- Third offense: SRC involvement

GRADING SYSTEM:

The grade for this class will be determined as follows:

Item	% of Grade	Assessment
Tests, Quizzes, Class Projects, End of Period Exam	60	Summative
Classroom, Lab Assignments, and	40	Formative

While all assignments are important (and many test items are from those assignments), not all will receive a formal grade recorded in the grade book. One to two assignments per week will be collected for a recorded grade.

GRADING POLICY:

Grades will be kept on the computer and averages will be printed out periodically. The following grade scale will be used to determine letter grades:

Grade	
A	90 to 100%
B	80 to 89%
C	70 to 79%
D	60 to 69%
F	Below 60%

CLASS RULES:

Class rules follow the PRHS Student Code of Conduct. The class will also abide by the following rules:

- Come Prepared to work
- Listen Attentively
- Ask Appropriate Questions
- Start on Time
- Show Adult Behavior

COURSE OUTLINE:

Dates	Unit Title	Recourses
Weeks 1-3	INTRODUCTION TO COMPUTERS/CLASSROOM POLICIES	INSTRUCTOR LED
Weeks 4-6	<u>INTRO TO PYTHON PROGRAMMING</u> What is a Command? Moving Tracy Tracy's Coordinate System For Loops Functions and Parameters TOP DOWN DESIGN VARIABLES USER'S INPUT	CODE HS
Weeks 7-9	<u>PYTHON AND CONSOLE INTERACTION</u> Printing Variables Types User Input Converting Input Type Arithmetic Expressions String Operations Comments	CODE HS
Weeks 10-11	CONDITIONALS IF STATEMENTS BOOLEAN VALUES LOGICAL OPERATORS COMPARISON OPERATORS FLOATING POINT NUMBERS AND "EQUALITY"	CODE HS
Weeks 12-13	<u>LOOPING</u> WHILE LOOPS FOR LOOPS BREAK AND CONTINUE NESTED CONTROL STRUCTURES	CODE HS
Weeks 14-16	<u>FUNCTIONS AND EXCEPTIONS</u> FUNCTIONS NAMESPACES PARAMETERS	CODE HS

	<p>RETURN VALUES EXCEPTIONS</p>	
Weeks 17-19	<p><u>STRINGS</u> INDEXING AND SLICING MATH OPERATIONS ON STRINGS FOR LOOPS OVER A STRING STRING METHODS</p>	CODE HS
Weeks 20-21	<p><u>CREATING AND ALTERING DATA STRUCTURE</u> TUPLES LIST FOR LOOPS AND LIST LIST METHODS</p>	CODE HS
Weeks 22-24	<p><u>EXTENDING DATA STRUCTURE</u> DICTIONARIES 2D LISTS LIST COMPREHENSIONS</p>	CODE HS
Weeks 25-27	<p><u>PROJECT HANGMAN</u> COMBINE TOPICS REVIEW INCREMENTAL DEVELOPMENT DEBUGGING SKILLS <u>GAME TESTING</u></p>	CODE HS
Weeks 29-32	<p><u>CLASSES AND OBJECTIVES</u> CLASSES ATTRIBUTES CLASS VARIABLES VS INSTANCE VARIABLES METHODS BUILT-IN METHODS COMPOSITION, INHERITANCE, AND POLYMORPHISM NAMESPACES PRIVATE ATTRIBUTES OPERATOR OVERLOADING MODULES</p>	CODE HS
Weeks 33-38	<p><u>WHO SAID IT?</u> FILE READING VARIABLE TOPICS PROGRAMMING INCREMENTAL DEVELOPMENT REVIEW EOC PBL</p>	CODE HS