



Welcome students! You will find the following information helpful in successfully completing this course.

<p>Mrs. Kearns' Contact Info:</p>	<p>Email: kkearns@efsd.net or message me on Canvas! Phone: 412-896-2349 ext. 7813 Twitter: @MrsKellyKearns</p>
<p>Course Description:</p>	<p>Did you know computers do not just run off of magic; that they run off of intelligent systems that you can learn to write programs for! In ElizaBYTE Academy, you will be introduced to new software tools, programming languages involving robots, interface and web design, learn how computers actually work, and societal and ethical issues. You will not only be consumers of technology, but creators using the most recent technological tools. Many of the topics covered will be done in collaborative teams where you can test and create new programs all while learning how to problem solve and delve into real-world technology as a team.</p>
<p>Units</p>	<p>Computer and Digital Literacy In this introductory part of the course, you will become familiar with how to utilize the computer hardware, keys, file folders, and web browser. You will also learn new and efficient ways to web browsers and internet related tools to create multimedia. You will do a Google Suite project to review functionality of these tools, which will be excellent preparation for your high school (and future) careers!</p> <p>Problem Solving & App Design Students learn the problem-solving process, the input-output-store-process model of a computer, and how computers solve problems. Students end the unit by proposing their own app to solve a problem.</p> <p>Web Development- Students learn to create websites using HTML and CSS inside Code.org's Web Lab environment. Students consider questions of privacy and ownership on the internet as they develop their own personal websites.</p> <p>Python Programming- Students will learn fundamental coding concepts using the cutting-edge Python programming language! Using CMU CS Academy, we will engage in an online, graphics-based curriculum provided by Carnegie Mellon University. By the end of this unit, you will create your own drawing using Python!</p>
<p>Materials Needed:</p>	<p><u>The only thing you need is a CHARGED iPad!</u></p> <p>I cannot emphasize the importance of this as paper materials will not be provided due to limiting paper materials exchanged. PLEASE BE PREPARED! Set an alarm on your phone to remind you of this.</p>
<p>Grading Policy</p>	<p>This class is a graduation requirement! If you do not pass, you MUST retake it next year. Your 9-week grade will be calculated by dividing your total points by the total possible points. Example: $300/350 = 85.7\%$</p>

<p>How will I be graded?</p>	<ul style="list-style-type: none"> ● One large project per unit <ul style="list-style-type: none"> ○ Unit 1 - Design an app prototype ○ Unit 2 - Create a website ○ Unit 3 - Create a drawing using Python programming ● Canvas assignments ● Occasional quizzes for units 1 and 2
<p>Due Dates</p>	<ul style="list-style-type: none"> ● All weekly assignments are opened on Monday. The link to the new playlist will become active. ● Assignments are graded within a week of their due date. ● Warning emails about missing assignments from the previous week are sent on Mondays. If not completed, the unsubmitted assignments become a 0 on Tuesday. ● You may submit late work but may receive a late penalty on it.
<p>Daily Class Procedure (if hybrid)</p>	<ul style="list-style-type: none"> ● Come in and sit in your assigned seat before the bell rings. ● Phones away and earbuds out. ● Complete bell ringer.. This may be either a task (example: get out your iPad and open an app, login to a computer, etc) or a quick assignment. ● Attendance will be taken at this time. ● Do not ask to go within 10 minutes of the bell ringing or during instructions. ● Open the playlist on Canvas. The instructions for the day's activities will be explained. ● When you are 100% caught up with all course assignments (including past assignments that have not been turned in) you may have free time to use your phone or play a game.
<p>Student Behavior</p>	<p>I will always treat you with kindness and respect and I expect the same from you in return. Most importantly, please treat your peers with respect. Disrespect, bullying, and negativity will NOT be tolerated!</p>
<p>PBIS Classroom Expectations</p> <p>Consequences for breaking rules:</p> <ol style="list-style-type: none"> 1. Warning 2. Call Home 3. Office Referral 	<p>Be safe (Listen to staff, maintain personal space)</p> <p>Respectful (Be on time, polite, use appropriate language and tone)</p> <p>Accountable (Be prepared, honest, do your own work, use devices when permitted)</p> <p>Victorious (Do your best work, celebrate academic success)</p> <p>Enthusiastic (Have a positive attitude, take ownership of learning)</p> <p>Additional expectation: NO DRINKS PERMITTED IN CLASS (except water in a clear bottle).</p>
<p>Academic Integrity</p>	<ul style="list-style-type: none"> ● Ask for help ● Stay on task and manage your time ● Be honest ● Do your own work! Do not copy from friends or the internet.
<p>Cell Phone Policy</p>	<ul style="list-style-type: none"> ● Cell phones must be out of sight during class. ● Earbuds / headphones may not be used in class UNLESS doing independent work. ● Absolutely no pictures, video recording, of other students etc.

Thank you in advance for your hard work and cooperation! I'm looking forward to an excellent semester! :)