

# CODING 1

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Ms. Jess Gabrielson

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<b>Twitter:</b>	<b>Email:</b>	<b>Phone Number:</b>	<b>Room:</b>
@EFHSroom118	jgabrielson@go-efsd.net	412.896.2349 ext 7818	118

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## Course Description

This is a semester-long course that introduces you to the basics of coding. The coding language that we will use is called Python; this is just one type of language that computers know how to understand. We will use coding to create designs, interactive pictures, and small games!

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## What Is Code??

- Computers are dumb. They don't understand how to do anything without a computer scientist telling them exactly what to do. But, computers don't understand English or other "human" languages - they have their own languages! By writing code in a language they understand, we can teach a computer how to do things.
- You can make **anything** with code, and it exists all around you! It's amazing!
- Computer science jobs are available in every industry, all around the world, and they're projected to grow at twice the rate of all other jobs. It is the #1 source of new wages in America, and we are hundreds of thousands of people short in the computer science field. In the near future, almost all jobs will require some knowledge of computer science. Isn't it great that it's also so fun!?

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## How This Class Will Work

- The curriculum we are going to use in this class is offered from CMU's Computer Science Academy. It's a web-based program that will help us learn to code.
- Some days you will learn a new coding topic with me and the class, but most days you will be working on coding challenges called "Exercises" or projects called "Creative Tasks".
- We have no homework\*, tests, or quizzes - all your work will be the code that you create!

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## Being a Good Coder

- A good coder is not easily satisfied. We are always looking for ways to improve or enhance our creations. Do not do the minimum requirements. Work to your best ability!
- Not being afraid to try things will help you do well with coding. Don't forget that computers have a backspace key!

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## Grade Information

Your grade will be made up of 3 different types of assignments:

- **Exercises:** you will be graded on completing the exercises on CMU's website. This is what you will work on most days.
- **Creative Tasks:** these are the big projects that you will complete that require you to be creative and unique, plus show off your coding skills! There will hopefully be six of these throughout the semester and will be a large part of your grade.
- **"Sandbox"/other assignments:** you will occasionally earn points by completing notes, participating in Canvas discussions, and other assignments.

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## Technology Rules

- We will be using the laptops in this room to complete our assignments. You cannot take the laptops out of the room without permission. Make sure to use them appropriately and take good care of them.
- We will use iPads, specifically Canvas. Make sure to bring it each day.
- With teacher permission, you are welcome to come to Room 118 to work.

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## Classroom Rules and Expectations

- Canvas is utilized for this class as a place to access resources. Video reviews and explanations will be posted for every new coding topics. This means if you are absent, you can learn the material outside of class.
- You should check PowerSchool often to make sure that you are up-to-date on your assignments. **Late assignments** will be accepted at partial credit.
- I love when students discuss the problems that we solve in class. But, you need to follow these two guidelines when you work together:
  1. You cannot show someone your code
  2. You cannot read your code aloudIt is plagiarism to copy-and-paste code that is found on the internet or from a peer. All plagiarism will be dealt with according to the student handbook.
- You are expected to follow all school procedures and will be held to high standards regarding how you treat your peers. Disrespectfulness will not be tolerated. Make sure to always be a BRAVE Warrior!

**B**e safe (Listen to staff, maintain personal space)

**R**espectful (Be on time, polite, use appropriate language and tone)

**A**ccountable (Be prepared, honest, do your own work, use devices when permitted)

**V**ictorious (Do your best work, celebrate academic success)

**E**nthusiastic (Have a positive attitude, take ownership of learning)

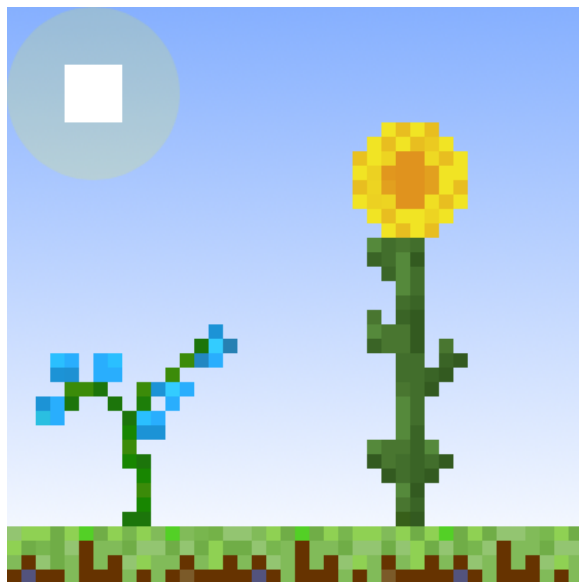
- The golden rules to success:

**BE KIND.**

**DO YOUR BEST.**

- If you adhere to these two rules, we will have a great time in Room 118!

Here are some examples of projects made by other Coding 1 students!



What is 40,800,000 divided by 5846?

