AP Computer Science Principles
Syllabus and Expectations 2021-2022

Teacher: Mr. Rogers   **Email:** ARogers@dist113.org   **Phone:** 224-632-3332

DAILY SCHEDULE—Where is Mr. Rogers?

1st period	APCSP	D106/108	5th period	Open	X201
2nd period	Algebra 1	X204	6th period	Open	X201
3rd period	Open	X201	7th period	Algebra 1	X204
4th period	APCSP	D106/108	8th period	HPC	X204

COURSE DESCRIPTION—What am I learning?

This course provides students with an understanding of the fundamental concepts of computing, its breadth of application, and its potential for transforming the world we live in. Students enrolled in this course will discover that: computing is a creative activity; abstraction reduces information and detail to facilitate focus on relevant concepts; data and information facilitate the creation of knowledge; algorithms are used to develop and express solutions to computational problems; programming enables problem solving, human expression, and creation of knowledge; the internet pervades modern computing; and computing has global impact. Students will find opportunities to be challenged and to discover the creativity within computing, regardless of their programming background.

IMPORTANT: This is not an exclusive coding/programming course

MATERIALS—What do I need?

- Pen/Pencil
- Highlighters
- Headphones
- 1-1.5" 3 ring binder specifically used for APCSP
- Dividers for binder
- Spiral notebook or loose-leaf, college-ruled paper

Expectations *What do I have to do?*	Class Rules *What can't I do?*
Be prompt and prepared. This means being in your seat, logged in, having your materials out on your desk, bathroom needs taken care of, etc. *by the time the bell rings.*	**NO cell phones** unless given permission. Use computers appropriately—stay on task.
Be respectful. Respect your teacher, your classmates, and yourself. Use appropriate language in class, use materials appropriately, push in your chair, listen when your classmates or teacher is talking, etc.	**No cheating.** Cheating, plagiarism (on homework or programming projects), and/or possession of tests or other materials is a serious violation of school policy and are grounds for failure. Students caught cheating will be handled on an individual basis and may result in a 0.
Have an open mind and positive attitude. If you attempt to learn and open your mind to new things, you will leave the class with more knowledge than you started with.	**No food or drink in class,** especially near computers. ONLY water is permitted if it is in a closed-container.
Complete all assignments in a timely fashion-late work is not always accepted.	Sleeping is NOT allowed in class.
Ask questions and get help EARLY. The only way I can know if you don't understand something is if you tell me. Use the available resources if you don't understand something.	Do not pack up or line up at the door before the bell rings.
Be engaged and take risks. Be an active contributor to classroom discussions and activities.	

ABSENCES It is <u>your responsibility</u> to get any notes, assignments and make-up all work missed due to an absence. Ask a classmate, check the calendar and/or class website for any missed information.

If you have an excused absence, you will be given the number of days missed plus 1 to complete all assignments.
If you are unexcused you will receive a zero and will not be able to turn in any assignments or make-up work.

GRADING SCALE

A	100-93%	B+	89-87%	C+	79-77%	D+	69-67%
A-	92-90%	B	86-83%	C	76-73%	D	66-63%
		B-	82-80%	C-	72-70%	D-	62-60%

Grades of .5 and higher will be rounded up at the end of the semester.

GRADING This course will utilize <u>TOTAL POINTS*</u> in calculating the semester grade. Points will be earned in the categories described below.

Assessments, Homework & Classwork 80%   **Final Exam 20%**

* Grading practices may change in the event of remote learning/in-person instruction

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In-Class Activities
- Collaboration & Participation
- Group Projects & Presentations

Homework
- Paper/Online reflections
- Readings & Discussion Boards
- Coding Stages

- App Creation

Assessments
- Unit Assessments
- Unit Projects
- AP Practice exams

Final Exam
- There will be a cumulative final exam and/or project at the end of each semester worth 20%

NOTES While formal notes may not occur on a regular basis, many important things (terms, concepts, questions) may be discussed/presented in class "informally" by the teacher and also other students. Much of the learning in this course will occur through active participation in various activities (individual and collaborative) including small group and whole class discussions. You will learn best by *doing* and learning from your mistakes. It is imperative that during this time, students are attentive and write down key concepts discussed (journaling is encouraged) in order to reference them throughout the year.

HOMEWORK Homework in this course will look very different than a traditional math/CS course. Homework may require students to reflect or answer specific questions (either with paper/pencil or through code.org), watch a video, read an article, post in a discussion, or creation of an app. Students should expect homework to be assigned daily and will mostly be graded for accuracy, but should not take too much time to complete.

PROJECTS/ APPS Many units contain a cumulative project (both individual and group-based). Each project takes a different approach to assessing students' ability to apply what you have learned from the unit.

TESTS There will be a test at the end of each unit. Tests will aim to show true student understanding of concepts presented in class and require students to think deeply and make strong connections between concepts. If absent on the review day or test day, you will be expected to take the test <u>the day you return.</u>

> *Be sure to share this information with your parent/guardian in case they have any questions regarding the course.*