Mobile Applications Development

Contact Info:
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Feel free to contact me if you have any questions. Most of my day is occupied with teaching, so please understand I may not be able to respond immediately, but I will respond as quickly as I can.

About the Course and Course Objective:
The goal of this course is to expose students to iOS app design for the iPhone/iPad. In this course, students will learn the basics of Swift as they transfer prior knowledge of Java into this new, but similar language. In addition, students will work with XCode to develop apps that solve simple problems. The first part of the course, students will learn the same content. Afterwards, students will diversify by selecting additional badges to earn based on areas of interest. The remainder of the course, students will work on developing an app of their choice.

Lab Time:
Students will receive plenty of lab time, students with a Mac operating system at home can work from home. Those not available will have access to additional lab time before school if they ask for a pass.

Teaching Philosophy in Programming:
My goal is to get students excited about code. I hope to expose each of you to a whole new world and to appreciate what technology can do for us. In this course, I hope to empower you to be able to use the devices you own and learn to use it to solve problems. I will strive to promote critical thinking, collaboration, communication, and creativity within this course.

Units:
The first three units are consistent for all students: Basics of Swift, Advanced Swift, and Intro to XCode. After those three units, students will have access to choose what content areas they would like to focus on ranging from game design, to utility apps, to solving real-world problems.

Grading Procedures

The course is broken into two marking periods each worth 50% of the overall grade.

Each marking period students will receive grades in several categories at the following weights:

Intra - 20%   End-Projects - 30%   Assignments - 30%   Assessments - 20%

*Both Intra-Projects and Assessments culminate the whole unit.

All assessments will be clearly labeled. Inter-projects are small (single-day projects) and intra-projects are big (multi-day projects). **Late work** is accepted at a 10% deduction each day up to 50%.

General Expectations for Computer Use
1) Always sign in as yourself.
2) Use the computer for classwork or advanced project work.
3) Keep the settings of the machine the way they are.
5) No Games, websites that are not curriculum related.
6) No sounds or music unless it is for the purpose of a project.
7) Stay on task, if you find yourself with free time, try creating things with the code or work ahead on a large project. Coding is endless, so be creative and explore!

Students not following the expectations listed above will face the following procedure:

1ˢᵗ Offense: Warning and/or removal of the machine for the day
2ⁿᵈ Offense: Removal of the machine for a period of 2 or more days
3ʳᵈ Offense: Removal of the machine for a week
4ᵗʰ Offense: Removal of the machine for the remainder of the course
Students can move to the 4ᵗʰ offense level even if he or she should receive a 1ˢᵗ offense if the behavior and attitude of the student is disrespectful.

Major Offenses – Immediate Removal of the Machine, Reported to Technology Staff
1) Security – Students are trying to break the security system. Please ask for permission if you are unsure what to do (Ex: Installing software)
2) Unacceptable websites – Students who are viewing material that is unacceptable are in violation of the acceptable use policy (AUP).

I expect students taking this course to be familiar with these expectations and to adhere to them completely. Failure to follow these expectations will greatly reduce the level of trust for using school laptops.