

Advanced App Development Rules and Procedures

Mr. Fahrenbacher, Niles West High School, 2018-2019

Welcome to Advanced App Development! Please review the information in this document with your parents and fill out the form linked at the bottom of this document.

Behavioral Expectations We will have a great year together as long as we strive to act in a kind and dignified manner. Some specific examples of this include:

- Always be respectful to peers and teacher.
- Do not throw things (in the garbage or to another student).
- Politely listen to others.
- Don't speak out of turn or get up while someone else is speaking.
- Do what is asked of you.
- Come to class prepared with all your materials.
- Be on time.

Absences It is each student's responsibility to obtain missed notes, complete missed assignments, and present projects after returning from an excused absence. Assessments not made up by the time they are due will result in a zero. Missed assessments because of unexcused absences will result in automatic zeros.

Materials You need a system to take notes (Google Docs is acceptable)

Projects The main activity in this class includes designing and creating several fully functional computer programs that can range from simulations to video games. Students will be given substantial time in class to work on their projects, and the final products will be graded with an itemized rubric. Students should expect to spend time outside of class to work on their projects (coding, research, testing, etc).

Presentations Students will present their finished projects to the class, demoing the functionality of their projects as well as explaining design decisions they made during the development process. Students may be asked to demonstrate promotional materials (videos, posters, etc) that could be used in an advertising campaign for their project.

Classroom Etiquette Tampering with the settings on a computer, computer security, or violating school Internet policy are serious offenses and may result in removal from the class. Students playing flash games, chatting online, or conducting other activities online not related to the course will have their computer privileges suspended for an extended period of time.

Grades Grades will be based on cumulative scores on projects, presentations, and homework. Most grades will be calculated using a grading rubric. The final exam will represent 16% of the semester grade.

Help! If you feel that you are not understanding the material, please visit the Literacy Center whenever you have free time to get help. I will also be available for help many times during the day, as well as before and after school. You can find my schedule on my website: <http://www.fahrenbacher.com>.

Academic Dishonesty Your programs should reflect your own work. While occasional advice from other students is permissible, significant copying of code will be dealt with severely for both the student who copied and the student who donated his or her code. Academic dishonesty violations minimally result in a grade of

zero for the test or assignment, and in some cases, a mandatory conference with parents/guardians.

Contact Information I welcome any opportunity to discuss your student's progress. My office is located in room 3310. Feel free to call me anytime at (847) 626-2762 or email me at matfah@d219.org.

Tardiness Every student is expected to be in their seat before the bell rings. Excessive (more than twice) and extended (more than five minutes) tardiness will result in the issuing of detentions.

Please sign [this form](#) with your guardian.