



# ***GREER HIGH***

## ***"CHALLENGING THE MINDS OF OUR FUTURE"***

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### ***COURSE SYLLABUS***

#### ***FUNDAMENTALS OF COMPUTING 9-12***

#### ***CREDIT: 1 UNIT***

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#### **TEACHER'S DAILY SCHEDULE**

1<sup>st</sup> Block- **Fundamentals of Computing**  
2<sup>nd</sup> Block- Planning  
3<sup>rd</sup> Block- **Fundamentals of Computing**  
4<sup>th</sup> Block- **Fundamentals of Computing**

#### **FUNDAMENTALS OF COMPUTING COURSE DESCRIPTION**

Fundamentals of Computing is designed to introduce students to the field of computer science through an exploration of engaging and accessible topics. Through creativity and innovation, students will use critical thinking and problem solving skills to implement projects that are relevant to students' lives. They will create a variety of computing artifacts while collaborating in teams. Students will gain a fundamental understanding of the history and operation of computers, programming, and web design. Students will also be introduced to computing careers and will examine societal and ethical issues of computing.

#### **COURSE OBJECTIVES**

Given the necessary equipment, software, supplies, and facilities, the student will be able to successfully complete the following core standards for courses that grant one unit of credit.

- Evolution of Computers and the impact on society.
- Knowledge of Computing Systems - Input, Output, REM, Byte, Videos, etc.
- Problem solving and computational thinking, how can computer programs or apps be used to solve a problem and create algorithms.
- Fundamentals of Programming using flowcharts and pseudocodes.
- Fundamentals of Web Design using HTML elements.
- Ethical, Legal and Social Issues of individual responsibility when using computers.
- Computing Careers including computer science, software engineer, information technology, information systems, and computer engineering.

## **INSTRUCTIONAL MATERIALS AND RESOURCES**

*Code HS*

*Microburst Soft Skills*

### **UNITS OF INSTRUCTION ALIGNED WITH STANDARDS**

- SAFETY AND ETHICS IN THE CLASSROOM AND WORKPLACE
- TECHNOLOGY KNOWLEDGE
- PERSONAL QUALITIES AND EMPLOYABILITY SKILLS
- PROFESSIONAL KNOWLEDGE
- ETHICAL, LEGAL & SOCIAL ISSUES OF COMPUTING
- EMPLOYABILITY SKILLS AND PROFESSIONAL KNOWLEDGE
- EVOLUTION OF COMPUTERS
- KNOWLEDGE OF COMPUTING SYSTEMS
- PROBLEM SOLVING AND COMPUTATIONAL THINKING
- FUNDAMENTALS FOR PROGRAMMING
- FUNDAMENTALS OF WEB DESIGN
- FUNDAMENTALS OF MACHINE LEARNING
- FUNDAMENTALS OF COMPUTATIONAL DATA
- CAREERS IN COMPUTERS

### **STUDENT MATERIALS**

CLASSROOM COMPUTER (ChromeBook)

PENCIL FOR VARIOUS ACTIVITIES

### **COURSE EVALUATION**

- **DAILY GRADES** - STUDENT WORK WILL BE GRADED DAILY. THIS WILL INCLUDE ASSIGNMENTS FROM THE TEXTBOOK, ARTICLE ASSIGNMENTS, AND GROUP ASSIGNMENTS.
- **LATE POLICY** - STUDENT ASSIGNMENTS WILL BE ACCEPTED FOR GRADING UP TO 5 DAYS FROM DUE DATE. NO ASSIGNMENTS WILL BE ACCEPTED AFTER 5 DAYS. ALL LATE WORK IS SUBJECT TO A PENALTY.
- **QUIZZES** - QUIZZES WILL BE GIVEN THROUGHOUT THE SEMESTER. EACH TERM WILL BE DISCUSSED AND/OR ILLUSTRATED IN CLASS AND PRACTICED BY THE STUDENT WHEN APPLICABLE.
- **TESTS** - THESE WILL BE TYPED PROBLEMS COVERING THE SKILLS EMPHASIZED BY EACH UNIT AS WELL AS SHORT ANSWER QUESTIONS (FILL IN THE BLANK, MULTIPLE CHOICE, ETC.)
- **FINAL EXAM-** WILL COUNT 10% OF THE FINAL GRADE AVERAGE

### **GRADING SCALE**

A = 90–100

B = 80-89

C = 70–79

D = 60–69

F = 50-59

|              |                                              |
|--------------|----------------------------------------------|
| MINOR GRADES | 40 % (Daily Classroom Assignments)           |
| MAJOR GRADES | 60% (Unit Quizzes, Group Projects, Articles) |
| FINAL EXAM   | <u>10% (Final Grade)</u>                     |
|              | <b>= 100% Final Grade</b>                    |

### **CLASS EXPECTATIONS/ RULES:**

Students are expected to view the online “**GREER HIGH STUDENT HANDBOOK**” which outlines daily operations and procedures followed at Greer High School. Class Rules are posted on the wall of the classroom as well as below:

- All school rules will be enforced, NO exceptions. Problems will be dealt with quickly and effectively. The overall goal is to make this class as enjoyable and effective as possible for every student.
- No Personal Devices
- Be on time.
- Be seated when the bell rings and until you are dismissed.
- Be prepared, bring required materials.
- Be respectful of other people’s rights, feelings and possessions.
- Be a good listener, do not talk while others are talking.
- Be responsible for your use of language, profanity, in any way is NOT acceptable.
- Be off the Internet unless directed otherwise.
- Be off Phone, PED at all times, except for Chromebook when required for classwork.

