

Cyber Foundations 1 Syllabus



Course: Cyber Foundations 1

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District Mission:

The Forrest County School District, as a community, will embrace, inspire, challenge, and grow by respecting the worth, value, and full potential of all individuals.

Course Description:

THIS CLASS IS THE PREREQUISITE TO CYBER FOUNDATIONS 2 WHICH IS A HIGH SCHOOL CREDIT.

The Cyber Foundations I program is designed to provide students with essential skills in computer science, digital literacy, information technology, and cybersecurity, laying the groundwork for more advanced studies in the IT field. Students will explore topics such as problem-solving, programming, online safety, and the basics of computer hardware and software.

Curriculum Content: Summary of Standards

This course aligns with college and career readiness standards, preparing students for further education in computer science and related fields. It provides a foundational understanding that is essential for certifications in areas such as IT Fundamentals, CompTIA, and others related to cybersecurity and digital literacy.

Instructional Method

Cyber Foundations does not have a textbook. The students will use Canvas, online websites, and keyboarding applications to assist in their learning. At times, I may give handouts with resources and information needed for the lesson and assignment for the day. Lessons will be introduced through journals, bell ringers, discussion, and solo/group activities. This course is heavily centered on student-centered learning, so a good part of the class will be independent work with the teacher monitoring and assisting. This usually takes place during the latter part of the class period. The final grade for this class will be given on the basis of the degree and quality of various assignments that include, but are not limited to, independent class assignments, quizzes, exams, group work, projects, and performance tasks.

Supplies Needed

Single Subject Notebook

Pen/Pencil

Earbuds that are not Bluetooth

2025/26 Split Year Calendar

Calendar **peura**
Your source for calendars

July 2025						
Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

August 2025						
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31						

September 2025						
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October 2025						
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November 2025						
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December 2025						
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28	29	30	31			

January 2026						
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February 2026						
Su	Mo	Tu	We	Th	Fr	Sa
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March 2026						
Su	Mo	Tu	We	Th	Fr	Sa
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29	30	31				

April 2026						
Su	Mo	Tu	We	Th	Fr	Sa
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26	27	28	29	30		

May 2026						
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31						

June 2026						
Su	Mo	Tu	We	Th	Fr	Sa
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21	22	23	24	25	26	27
28	29	30				

July 22, 2025 Students First Day
Sept 1, 2025 Labor Day
Sept 29-Oct 3 Intersession
Oct 6-10 Fall Break
Nov 24-28 Thanksgiving Break
Dec 22-Jan2 Christmas Break

Jan 5, 2026 Teacher Workday
Jan 19 2026 Martin Luther King Holi.
Mar 9-13 Intersession
Mar 16-20 Spring Break
April 3, 2026 Good Friday
May 22, 2026 Students Last Day

July 15-21, 2025 Teacher Workdays
Teachers last day May 26 or a flex day

Learning Outcomes of this Course

By the end of this course, you will be able to do the following:

- Investigate social and ethical issues related to digital citizenship and social media.
- Interact with teachers, peers, and course material using a learning management system.
- Identify leadership and personal development styles.
- Demonstrate knowledge of 21st Century skills.
- Explore careers in each of the 16 national career clusters.
- Demonstrate an understanding of basic keyboarding information.
- Perform keyboarding applications.
- Perform desktop publishing applications.
- Demonstrate an understanding of spreadsheet applications.
- Understand and use AI ethically
- Create multimedia presentations.
- Demonstrate problem-solving using computers and logic.
- Apply strategies to create websites using HTML and CSS.
- Demonstrate fundamental programming constructs and practices in Java Script while developing animations and games.

Course Outline

Cyber Foundations I – Course Code 000284

Unit	Unit Name	Hours
1	Orientation and Digital Citizenship	10
2	Student Organizations	2
3	21st Century Tool Box	3
4	Productivity Tools	15
5	Block-Based Programming	30
6	Cybersecurity	15
7	Data, Computers, and Society	20
8	App Design	25
9	Multimedia	20
Total		140

PLEASE NOTE: This chart is simply a listing of the units to be covered and not necessarily what we will do in order.

Pacing Guide of the Units

1st Nine Weeks: Units 1-4

2nd Nine Weeks: Units 5-6

3rd Nine Weeks: Units 7-8

4th Nine Weeks: Units 9-10

Missed Work Due to Absences

If a student is absent, the deadline for missed work is equal to the number of days missed. It is the student's responsibility to find out what assignments he/she has missed upon returning to school- students can do this during their regular class time with me or by visiting their Canvas Missing Assignments page. Do not leave another classroom or interrupt any class for this information. If a student fails to turn in an assignment in the allotted time, he /she will receive activity and/or recess detention to complete the assignment along with a 10% grade reduction per day late. Failure to complete by the end of the day, two days after the adjusted due date will result in an infraction on the behavior log for missing work and/or a zero for the missing assignments. Students can view their missing work in the Canvas Site on the modules screen and the gradebook screen as well.

Grading System

A...90-100

B...80-89

C...70-79

D...65-69

F...0-64

NM... No Mark

NG... No Grade (0)

XPE- Exempt Prior to Enrollment

- The date the grade is posted in the gradebook is not the date the grade was earned but simply the date I put it into the gradebook. Most grades for my class are an average of several grades over the course of several days.
- Most units in this class presents a new skill each day therefore students must progress through the work in chronological order.
- Students who were present and did not complete their work will receive a 10% grade reduction per day that the assignment is late and the student will not be allowed to complete the next assignment until it has been turned in. Upon completion the next assignment will then open. If a student fails to turn in an assignment, he /she will receive activity or recess detention to complete the assignment and parents may be notified. Failure to complete by the end of the day two days after the original due date will result in an infraction on the behavior log for missing work and/or a zero for the missing assignments.
- In determining nine-week averages, skill-related assignments/daily grades count 80% of the grade average, homework/participation count 5%, and will be applied under one grade in the grade book. This grade will update as more participation grades are given, and the common assessment/exam or end of term test counts 15%.
- The semester averages are an average of the two preceding nine-weeks.
- The yearly average is an average of the two-semester averages.
- Zeros are not given for student conduct or behavior in class as punishment for behavior; nor are points deducted from a student's grade because of misconduct or behavior in class.
- Work missed for all school-sponsored activities must be made up upon return to school following the absentee guidelines.
- **Failure to actually press the submit button in Canvas is not a valid excuse. Students are expected to turn in assignments on time. Failure to submit on time results in a grade reduction. (This is equivalent to writing a check to the power company but failing to mail it in. Your power gets turned off.)**
- **Submission of a blank document or a document that is not the correct assignment results in the student being given a zero until the actual work is turned in. Grade reductions will be applied to the new submission and at the end of the day two days after the original due date an infraction will be written. A green check mark in the system simply means that the student turned something in whether it was the correct assignment or not. It could be a picture of a cat instead of the work and the system will give a check mark. There are no excuses for this as the student CAN SEE what they turned in and can fix any problems immediately without penalty.**
- Second Chance policy applies when the student makes a **ZERO** on a **TEST**. The second test will be a different test, grades will be averaged, but the student can not make higher than a 65 in the gradebook as the final grade.
- **Students are required to make a 100% on their Safety Test.** Students who can not make a 100 will be given time to study the materials in which they will be retested during their activity time until they can achieve the 100%. This is a state mandated requirement. The original grade is posted in the gradebook online. The required 100 from retaking will be notated in the student's competencies setting that the student met requirements but will not be used to change their grade.

Classroom Norms/Rules

- Follow PBIS Rules: Be Safe, Be Respectful, Be Prepared, and Be Responsible.
- Follow the Safety Test Lab Rules
- Be respectful towards the teacher, substitute teacher, and classmates.
- Follow directions the first time given.
- Leave your seat only with permission. and sit in your assigned seat daily.
- Keep hands, feet, and objects to yourself.
- Raise your hand before speaking and speak when given permission.
- **No eating, drinking, or gum chewing in the classroom. If you bring your breakfast to school you can eat it in the cafeteria. This is a lab and state, school, and principal rules state you should not eat or drink in here.**
- Do not groom (comb/brush your hair or put on make-up) or spray anything in the classroom. If this is a problem principals will be called to confiscate items.
- The bell doesn't dismiss you, the teacher does.

- Students are not allowed to use the microwave in the classroom nor are teachers allowed to microwave the food for the students. Please send food that does not need to be microwaved before lunch time.
- No peripherals are allowed in class.- These will be confiscated and will be held until the end of the year. Parents can retrieve these from the office at the end of the year. Peripherals include but are not limited to bluetooth devices, external mouse, external keyboards, cordless mouse, cordless keyboard, headphones, cameras, etc.) Students are not allowed to attach anything to their computer and must learn to use the computer without these.
- No listening to music or playing games unless it has been rewarded and in this case earbuds that have a cord will be allowed.
- Do not interrupt my class to discuss grades or to ask for help on an assignment when you should be in another class. My class time is reserved for teaching the class that is present at that time. Remediation time when allotted or your classtime is the time to receive help.
- Do not interrupt to borrow items/ equipment from my room. Equipment does not leave my room.
- I am not the copy room so do not interrupt my class to make copies for you or for other teachers.
- Do not answer my door unless I tell you to do so and never answer my phone.

Consequences

These steps are in a month's time and start over each month:

- Verbal Warning
- First Infraction- Written Warning
- Second Infraction-parent contact and a day of activity and/or recess detention
- Third Infraction-parent contact and two days of activity and/or recess detention
- Fourth Infraction- parent contact and three days of activity and/or recess detention
- Fifth Infraction- referral/ write-up to the office
- Any further infractions past the fifth result in automatic referral for each offense
- Leftover consequences such as assigned detention days can spill over into the next month even though the log starts over on infractions.

Attendance: Grades 7-12

All students attending a Forrest County School must attend a minimum of 168 days out of a total 180 days scheduled in order to be eligible to receive academic credit for the school year.

1. Straight 7-period Schedule
 - a. 6 days missed in a semester course
 - b. 12 days for year courses

Excessive Absences

A student who exceeds these limits above in any one course for any reason (excused or unexcused) is not granted credit or official academic credit for the course/subject unless all missed work, seat time is made up and the student has a passing grade in the course. Opportunities to make up seat time will be made available throughout the year at the discretion of the principal to include in-school, after school, and Saturday school programs. Students with excessive absences may be given the option of attending the district summer attendance school at the parent/guardians expense in order to receive credit.

Students with excessive absences who participate in extracurricular activities or field trips will not be allowed to participate until seat time due to excessive absences has been made up.

All requirements set forth in this syllabus are in accordance with the FCSD handbook.

First Nine Weeks Grades

Assignment Name	Assignment Type	Assignment Grade is the average of these assignments in Canvas	Percent of the Nine Weeks Grade
Participation Grades	Participation/ HW Grade	1. All About Me Discussion Board 2. Join Google Classroom Screenshot- used for other programs 3. 1-3a,c My Favorite Media Discussion Board 4. 2-1 Club Sign-Up Survey 5. 3-1 Personality Differences in the Work Environment Discussion Board 6. Early Finisher work that is assigned throughout the nine weeks as deemed necessary	5% *This grade will update as each assignment is given throughout the nine weeks therefore the grade shown in the gradebook will be subject to change as each is graded
1-1	Daily Grade	Safety Test	80%
1-2	Daily Grade	1. 1-2a Finding Balance in a Digital World + (exit ticket quiz) 2. 1-2b My Media Use: A Personal Challenge+ (exit ticket quiz) 3. 1-2c The Four Factors of Fair Use + (exit ticket quiz) 4. 1-2d Chatting Safely Online + (exit ticket quiz) 5. 1-2e Who Are You Online? + (exit ticket quiz) 6. 1-2f Upstanders and Allies + (exit ticket quiz) 7. 1-2g AI Code of Ethics 8. 1-2g Societal Impact of Generative AI	
1-3	Daily Grade	1. 1-3b Email Etiquette 2. Business LEtter 3. Email with attachment 4. Real-World Scenarios	
1-4	Daily Grade	All 18+ typing lessons that include: 1. Daily Dictation 2. Book Time 3. Typing.com Lessons	
1-4 Test	Daily Grade	1. Typing Tests	
1-5	Daily Grade	1. 1-5abc Law, Public Safety, Corrections, and Security Career Cluster Research paper. 2. 1-5abc Business Admin Research	
2-1 / 2-2 / 2-3/ 2-4	Daily Grade	1. 2-2ab Business Mtg 2. 2-3ab My Leadership Style Survey Screenshot 3. 2-3ab Personal Development 4. 2-4ab CSTO Research paper	
3-1/ 3-2/ 3-3 /3-4/ 3-5	Daily Grade	1. 3-1 Learning Styles Screenshot 2. 3-1 Personality Traits Screenshot 3. 3-2 Smart Goals 4. 3-5 Interest Profiler/ Career Plan Builder 5. 3-5 ISP/ ACP ***ISP and ACP must be signed and returned in order to be considered complete for the course at the end of the year.	
9 Weeks Test	9 Weeks Test	9 Weeks Test	15%

This list may be subject to change in the event of unforeseen circumstances in which class times and or school days/schedules are adjusted.

Second Nine Weeks Grades

Assignment Name	Assignment Type	Assignment Grade is the average of these assignments in Canvas	Percent of the Nine Weeks Grade
Participation Grades	Participation/HW Grade	1. Typing tests 2. Typing Lessons 3. Christmas Break Discussion Board 4. Color by Hexcode 5. Early Finisher work that is assigned throughout the nine weeks as deemed necessary *This grade will update as each assignment is given throughout the nine weeks therefore the grade shown in the gradebook will be subject to change as each is graded	5%
4-1	Daily Grade	1. Intro to Docs 2. Intro to Docs as a pdf 3. Creating Data Tables 4. Creating Data Tables as a pdf 5. African American Sport Pioneers 6. African American Sport Pioneers as a pdf 7. Dynamic Calendars 8. Dynamic Calendars as a pdf	80%
4-2	Daily Grade	1. Intro to Google Sheets 2. Basic Math in Sheets 3. Shopping List 4. Basketball Stats 5. School Grades 6. Smoothie Sales	
4-3	Daily Grade	1. Day Trip Slide Show 2. Day Trip Presentation 3. Gadgets of Past, Present, and Future Slide Show 4. Gadgets Presentation- if time allots	
4-5/ 4-6	Daily Grade	1. Chatbot assignment 2. Ethical and Unethical use of AI in Productivity 3. Impact of Ethical AI in Careers	
4-7	Daily Grade	1. Productivity Research	
5-1/ 5-2/ 5-3 #1	Daily Grade	1. U3L1: Programming for a Purpose 2. U3L2: Plotting Shapes 3. U3L3: Drawing in Game Lab 4. U3L4: Shapes and Parameters 5. U3L5: Variables 6. U3L6: Random Numbers 7. U3L7: Robot Mini Project (Performance-based Assessment)	
5-1/ 5-2/ 5-3 #2	Daily Grade	1. U3L8: Sprites 2. U3L9: Sprite Properties 3. U3L10: Text 4. U3L11: Captioned Scene Mini Project (Performance-based Assessment)	

5-1/ 5-2/ 5-3 #3	Daily Grade	1. U3L12: The Draw Loop 2. U3L13: Sprite Movement 3. U3L14: Animation Mini Project (Performance-based Assessment)	
5-1/ 5-2/ 5-3 #4	Daily Grade	1. U3L15: Conditionals 2. U3L16: Keyboard Input 3. U3L17: Mouse Input 4. U3L18: Interactive Card Mini Project: (Performance-based Assessment)	
5-1/ 5-2/ 5-3 #5	Daily Grade	1. U3L19: Velocity 2. U3L20: Collision Detection 3. U3L21: Side Scroller 4. U3L22: Sprite Movement 5. U3L23: Collisions 6. U3L25: Functions 7. U3 Post Test	
5-4 / 5-5	Daily Grade	1. AI in Programming 2. Programming Careers Research	
Bebras National Computing Competition in November	Date TBA	All students will be required to compete in this competition which is done within the classroom time in a 45 minute window. Students who are absent <u>will not</u> be allowed to compete.	
9 Weeks Test	9 Weeks Test	9 Weeks Test	15%
This list may be subject to change in the event of unforeseen circumstances in which class times and or school days/schedules are adjusted.			

Third Nine Weeks Grades			
Assignment Name	Assignment Type	Assignment Grade is the average of these assignments in Canvas	Percent of the Nine Weeks Grade
Participation Grades	Participation/HW Grade	1. Typing tests 2. Typing Lessons 3. CTE Podcast 4. Valentine's Day Card in Canva 5. Early Finisher work that is assigned throughout the nine weeks as deemed necessary *This grade will update as each assignment is given throughout the nine weeks therefore the grade shown in the gradebook will be subject to change as each is graded	5%
6-1	Daily Grade	1. Teens, Social Media, and Technology 2. Personal Data and Who is Using It 3. Can All Information be Trusted 4. Cyber Ethics and Laws	80%
6-2 / 6-3	Daily Grade	1. Network Attacks 2. Malware Types and Prevention 3. Personal Data Security 4. Common Cyber Attacks and Prevention	

6-4/ 6-5/ 6-6	Daily Grade	1. Cybersecurity Essentials 2. Adversarial Thinking 3. Encryption 4. Encyryption Algorithms	
6-7/ 6-8/ 6-9	Daily Grade	1. AI in Cybersecurity 2. Ethican and Unethical Behavior in Cybersecurity 3. Cybersecurity Careers Research	
7-1	Daily Grade	1. U5L1: Representation Matters 2. U5L2: Patterns and Representation	
7-2	Daily Grade	1. U5L3: ASCII and Binary Representation 2. Binary Homework 3. U5L4: Representing Images 4. U5L5: Representing Numbers 5. U5L6: Combining Representations 6. U5L7:Keeping Data Secret 7. U5L8: Project- Create a Representation	
7-3/ 7-4	Daily Grade	1. U5L9:Problem Solving with Data 2. U5L10: Structuring Data 3. U5L11:Interpreting Data 4. U5L14: Problem Solving with Big Data	
7-5/ 7-6	Daily Grade	1. U5L12: Making Decisions with Data 2. U5L13: Automating Data Decisions	
7-7/ 7-8/ 7-9	Daily Grade	1. U5L15: Data and Machine Learning 2. U5L16: Project-Make a Recommendation App 3. Recommendation App Template on Paper	
7-10	Daily Grade	1. Data Careers Research	
9 Weeks Test	9 Weeks Test	9 Weeks Test	15%
This list may be subject to change in the event of unforeseen circumstances in which class times and or school days/schedules are adjusted.			

Fourth Nine Weeks Grades			
Assignment Name	Assignment Type	Assignment Grade is the average of these assignments in Canvas	Percent of the Nine Weeks Grade
Participation Grades	Participation/H W Grade	1. Typing tests 2. Typing Lessons 3. U4L1 Discussion Board 4. Early Finisher work that is assigned throughout the nine weeks as deemed necessary *This grade will update as each assignment is given throughout the nine weeks therefore the grade shown in the gradebook will be subject to change as each is graded	5%
8-1/ 8-2	Daily Grade	1. Types of Apps 2. Apps for Social Change	80%

		3. U4L1: Designing with Empathy 4. U4L2: Understanding your User 5. U4L3: User Centered Design 6. U4L4: User Centered Design 7. U4L5: User Interfaces 8. U4L6: Feedback and Testing	
8-3	Daily Grade	1. U4L7:Identifying User Needs 2. U4L8: Project: Paper Prototype 3. U4L9/ U4L11: App Examples 4. App Idea 5. U4L10:Market Research 6. U4L12/ U4L13: Prototype Testing	
8-4/ 8-5	Daily Grade	1. U4L14: Design Mode in App Lab 2. U4L15:Build a Digital Prototype 3. U4L16: Events in App Lab 4. App Links 5. U4L17: Linking Prototype Screens 6. U4L18-U4L19: Testing the App/ User Feedback 7. U4L20-U4L22: Fixing Bugs and Redesign based on User Feedback for Final Presentation	
8-6	Daily Grade	1. Make a Chatbot in Code.org 2. Make a Chatbot in Scratch 3. AI in Apps	
8-7	Daily Grade	1. STEM Research	
9-1/ 9-2	Daily Grade	1. Personal Logo 2. Flyer/ Advertisement 3. Canva Video	
9-3	Daily Grade	1. Website	
9-4	Daily Grade	1. Website and Multimedia	
9-5/ 9-6	Daily Grade	1. AI and Multimedia 2. Ethical Concernsfor AI in Multimedia 3. Legal Considerations in Digital Design	
9-7	Daily Grade	1. Art, Entertainment, and Design Research	
9 Weeks Test	9 Weeks Test	9 Weeks Test	
			15%
This list may be subject to change in the event of unforeseen circumstances in which class times and or school days/schedules are adjusted.			