

Course Description

In this course, you will have the freedom and responsibility to choose your own major project, like an animated film or 3D / VR game. You will go through a design process to choose, plan, develop, review, refine, and present the year-long project, and define your own success criteria. During this design experience, you will grow your skills in time and project management as you develop your idea and follow it through to completion.

| Quarter | Topic | Deliverables |
|---------|-------------------|---|
| 1 | Research & Design | <ul style="list-style-type: none">• Maya basics / Blender review• Project identification & proposal with timeline of deliverables• <u>Special project</u>: sticker or shirt |
| 2 | Develop | <ul style="list-style-type: none">• Present deliverables• Update deliverables & timeline• <u>Special project</u>: laser cut |
| 3 | Develop | <ul style="list-style-type: none">• Present deliverables• Update deliverables & timeline• <u>Special project</u>: 3D print w/ movement |
| 4 | Evaluate & Rework | <ul style="list-style-type: none">• Gather feedback• Polish up the final product• Final presentation• <u>Special project</u>: TBD |

Grading

Your grade in this course is intended to reflect your ability to set and follow through on goals, communicate your progress, and complete your intended project.

- **Weekly progress** (50%)

Maximize personal potential

take initiative to solve problems and figure things out; challenge yourself to learn new things and gain new skills; self-advocacy

Progress

evidence of progress via daily log entries, project demonstrations, presentation development

Professionalism

maintain daily goal/work record log; follow through on commitments; manage time to work efficiently bell to bell; follow classroom policies; communicate effectively and respectfully with others; help build community and contribute to a positive work environment; avoid behaviors that disturb or distract yourself or others

- **Project deliverables** (50%) - quarterly review of project deliverables
satisfy project deliverable(s), project functions as intended at checkpoint, communicate current status and next steps

Other Information

Tardies: You are expected to be in your seat when the tardy bell rings. Excessive tardies will result in consequences as outlined in the school handbook.

Absences: If you miss class, you are expected to make up the time missed at home or in the lab. Missed time, if not made up, will affect your weekly progress grade and may affect the project deliverables or final product.

Computer Lab Rules: If computers or equipment gets broken, the money for repairs or replacements comes from my limited classroom budget (funded by the registration fee). Basically you are expected to treat equipment with respect and contribute to its upkeep by keeping the classroom neat, not bringing in food, and occasionally helping dust or sweep. Lab rules and consequences are outlined in a separate document, which you must understand and agree to in order to use the lab.

Online Grades: Students and parents may access grades online through Synergy at <https://parent-portland.cascadetech.org/portland/>. PARENTS: if you have used Synergy in the past, your username and password have not changed. If you are new to Synergy, please contact Madison's main office for your activation letter. STUDENTS: your username and password are the same ones you use to log in to the computer at school.

Extra Help: You can find class assignments and helpful videos/instructions on my website at tinyurl.com/madisoncs. I am available in my room at ELT on the Wednesday/Friday schedule. If you need help at other times, I am often working in my room after school so please see me and we will arrange a time.

Collaboration & Academic Integrity. Collaboration is generally encouraged in Computer Science. The values of open information and easy communication are deeply held in the culture of programmers and the internet. At the same time, it is vital for me as your teacher and for you as students to have an accurate assessment of your abilities and learning, and important for you to not pass others' work off as your own. My policy is outlined below. **If I suspect your work is not your own, you will receive a 0 and we will discuss how you can make up the work.** This may mean redoing the work from scratch or doing a different assignment.

- You must do your own work.
- It's OK and **encouraged to work together** to figure problems out.
- Your goal should be to **understand and customize** what you submit as your own work. For example, if you follow a tutorial, implement the ideas yourself in a new way. If you rely heavily on a certain tutorial, cite the source.

Note to Parents: Each year I get to know between 100-150 students, and work many hours outside the school day to plan what I hope will be awesome lessons and grade student work. Unfortunately

the reality is that I am not able to be as proactive as I would like about getting in touch about missing work or minor behavior issues. However, if you email me I am quick to reply and am more than happy to answer any questions or concerns or just give you a quick update. I also appreciate any insight you may like to give me about your student. **Please don't hesitate to get in touch with me as often as you like at tomalley@pps.net.**