FUNDAMENTALS OF COMPUTING

Course Description: **Course Code: 5023**

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.

REQUIRED MATERIALS

+ 3-Ring Binder (any size)
+ College-Ruled Notebook Paper
+ Personal Earbuds/Headphones
+ Flash Drive (Minimum 2GB)
+ Pens & Pencils

> Materials required by
> Monday, August 26th

⬅ ABSOLUTELY NECESSARY!

Instructional Units:

A. Safety
B. Student Organizations
C. Technology Knowledge
D. Personal Qualities & Employability Skills
E. Professional Knowledge
F. Evolution of Computing
G. Computing Systems
H. Problem Solving & Computational Thinking
I. Fundamentals of Programming
J. Fundamentals of Web Design
K. Ethical, Legal & Social Issues of Computing
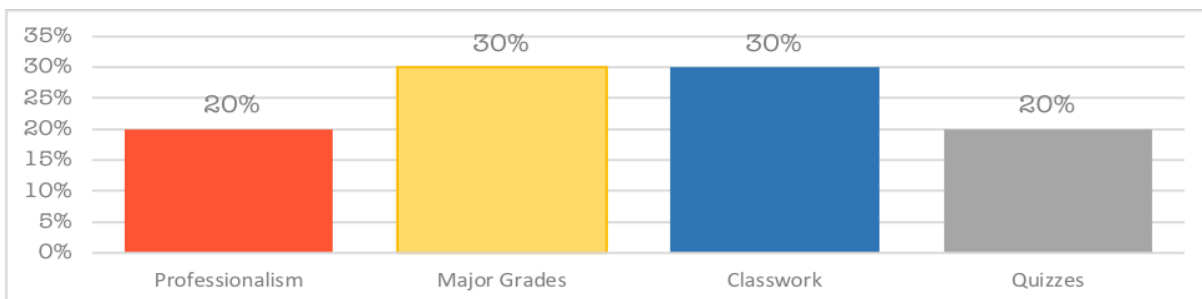L. Computing Careers

Estimated Timeline:

QTR 1
(ONGOING)
QTR 2
QTR 3
(ONGOING)
QTR 4

GRADING POLICY

Professionalism	Major Grades	Classwork	Quizzes
20%	30%	30%	20%

+ Professionalism is recorded from teacher and peer observation and evaluates how successful you would be in the workplace. ATTENDANCE MATTERS!
+ Homework is rarely assigned and will never require computer access. Homework is calculated as a classwork grade.
+ Major Grades include projects, tests, presentations, and essays.
+ Students may complete a "Request to Retest" form for another try at underperforming assignments. Request forms must be signed by a parent and students must take action to improve their understanding before retesting (tutoring, rewrite notes, etc).