



# Introduction to Computer Science Course Syllabus 2011-2012

**Instructor:** Ms. Maser

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**Phone:** (773) 535-1350 x27364

**Website:** [msmaser.weebly.com](http://msmaser.weebly.com)

**Office Hours:** By appointment only

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## Course Description/Goals:

The goals of this course are to develop the computer science skills of algorithm development, problem solving and programming. Students will also be introduced to topics such as interface design, limits of computers and societal and ethical issues of software engineering.

## Topics:

### **Semester 1:**

Human Computer Interaction

Problem Solving

Web Design

### **Semester 2:**

Introduction to Programming

Computing and Data Analysis

Robotics

## Textbook and Resources (will be provided):

*No textbook will be assigned. All material will be provided electronically throughout the year.*

## Standards / Prerequisites:

This course will be considered a college preparatory elective for students, geared towards 11th and 12th graders, and will require Algebra as a course prerequisite. Thus, the course should provide a rigorous, but accessible, introduction to computer science. No previous computer science course is required to take this course.

## Materials Needed:

- A Gmail account to be able to communicate with his/her teacher and peers (to be created on the first day)
- Access to internet at home

**Credits:** Earning a D or above results in .5 credits per semester (1 credit for the entire year)

## Assignments (found at [msmaser.weebly.com](http://msmaser.weebly.com)):

Assignments are essential to the study and mastery of this course. **100% of the time needed to complete each assignment is given in class, because of this NO LATE WORK WILL BE ACCEPTED.**

**All software necessary to complete the assignments in class is free and downloadable from the internet.**

## Tests/Quizzes:

Tests and quizzes will not be an integral part to this course. Most large grades will come from the projects assigned.

### **Projects:**

Each unit covered will have a variety of small and large projects. Some projects will be individual while others will require a student to work in a group. All projects are expected to be high caliber (college level) work with clear and precise objectives being met.

### **Plagiarism:**

Plagiarism will NOT be tolerated. This includes all materials found on the internet as well as from other students. **If caught cheating, both parties will automatically receive a zero for the assignment.**

### **Absences/Tardiness:**

Students are expected to come to class regularly and on time. They are expected to enter the class quietly, be seated. Students will not be allowed to enter class after the tardy bell without a pass. It is the student's responsibility to get the assignments and notes missed when absent. **If a student accumulates 19 absences (including excused absences) the student will automatically FAIL the course (as directed by CPS).**

### **Grade Breakdown:**

**Assignments/Projects 80%**

**In Class (On Task / Participation) 20%**

**Grading Scale: A ≥90%, B≥80%, C≥70%, D≥60%, F<60%**

### **Classroom Policies and Procedures**

**Students are expected to adhere to the Chicago Public Schools Uniform Discipline Code and Kenwood Policy of conduct regarding academics, behavior and dress.**

1. Be in your assigned seat when the tardy bell rings.
2. Wear ID at all times.
3. Students will not be allowed to wear coats, hats, or other items that are on the Kenwood list of prohibited dress.
4. Students who come late to class are very disruptive to the rest of the class. If you are unavoidably late, please enter the room quietly and with a tardy pass.
5. Come to class prepared to learn.
6. Ask questions if you do not understand what is being presented.
7. Respect all property. (School property, personal property, and other's property)
8. Respect all ideas given in class and do not criticize anybody's ideas or thoughts.
9. There will be no bathroom breaks.
10. Students may not leave the classroom during class time unless there is a true emergency.

**\*\* Eating and drinking around and near computers is not only unnecessary but has the potential of breaking them. Being caught eating or drinking in the classroom is considered a serious violation of classroom policy and will be dealt with accordingly. \*\***

**If a student is caught eating or drinking in the classroom the following will occur:**

**1<sup>st</sup> offense: warning and immediate disposal of food/drink**

**2<sup>nd</sup> offense: call home to parents**

**3<sup>rd</sup> offense: after school detention**

## **HOW TO SUCCEED IN MS. MASER'S COMPUTER CLASS:**

1. Come to class every day ON TIME
2. Turn in every assignment/project ON TIME
3. Be ON TASK in class
4. If you need help outside of class, ask Ms. Maser to stay after school with you
5. Do NOT EAT OR DRINK in the computer lab