



# Name:

## Computer Science Syllabus

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### **General Information**

Teacher: Ryan Stevens

Contact: ryanstevens@grauerschool.com

Office Hours: Monday and Friday

### **Introduction/What to Expect**

From Code.org's website: Code.org's Computer Science A (CSA) curriculum is a full-year, rigorous curriculum that introduces students to software engineering and object-oriented programming and design using the Java programming language. This curriculum covers a broad range of topics, including the design of solutions to problems, the use of data structures to organize large sets of data, the development and implementation of algorithms to process data and discover new information, the analysis of potential solutions, and the ethical and social implications of computing systems.

### **Learning Goals**

1. Become familiar with object-oriented programming and problem solving techniques
2. Develop skills and fluency in the Java programming language
3. Understand the relevance of software in the modern world

### **Grading Policy**

A significant portion of the grade comes from being an active participant in class activities and weekly formative assessments. Additionally, there will be self-paced homework assignments consisting of programming challenges and modules. Students will also have summative assessments and projects at the end of each unit.

**Formative: 45%** (in-class modules, homeworks, quizzes)

**Summative: 30%** (unit tests and unit projects)

**Weekly Evals: 5%**

**Final Exam: 20%**

### **Daily Eval Policy**

On Monday of each week, a prompt relating to one of the core values will be posted to Google classroom. Students will reflect on this question throughout the week, and before

the end of the day on Friday will submit a reflection detailing how they felt they demonstrated the core value that week.

### **Late Work Policy**

Most assignments will be done in the form of online modules in class. Students are required to complete any missed assignments in a timely fashion.

### **Upgrades and Mastery Learning:**

All work must be continually revised until it reaches your mastery learning level. As this is an elective class, if you are having trouble with upgrades and/or late work, please schedule a time to speak with the teacher. Formative assignments and projects may be revised for full credit. Unit tests may be revised for up to half of the points lost.

### **Honors**

Honors will not be offered in this class, but students are encouraged to explore their creativity beyond what is in the curriculum. Additional programming challenges are available for students who wish to challenge themselves.

### **Absent Policy**

If you miss class, email me and I will reply with the modules covered that day in class. Students are responsible for completing missed modules in a timely manner so as not to fall behind. If you are too sick to email me, then contact me once you are feeling better (but before you return to school.)

### **AI Policy**

The use of AI or other automated technologies to complete assignments is not allowed unless explicitly authorized by the teacher. When authorized, the student must use proper quotes, footnotes or attribution to avoid an academic integrity violation. If you have any questions about what is allowed, please speak with your teacher in advance.

### **The MOST Important Things**

1. Have fun! Computer science may seem challenging, but it can give you the tools you need to express your ideas in creative and exciting ways.
2. All ideas, even those that seem ridiculous or outlandish, are welcome here.