

## GRADING POLICY

- Letter grade scale
- Late work, programs, accepted only until last week before the end of the 6 week grading period

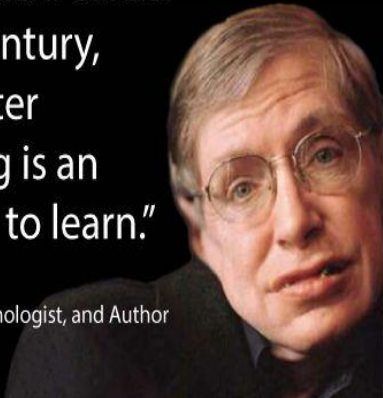
**2015 - 2016**

## CLASSROOM EXPECTATIONS

- Self-motivated
- Work independently and cooperatively
- Practice programming concepts.
- Create documents for school purposes
- Near perfect attendance
- Adherence to Walker school expectations and classroom policies

**"Whether you want to uncover the secrets of the universe, or you want to pursue a career in the 21st century, basic computer programming is an essential skill to learn."**

Stephen Hawking  
Theoretical Physicist, Cosmologist, and Author



## Computer Literacy Room 103

[Desaulniers\\_Theresa@salkeiz.k12.or.us](mailto:Desaulniers_Theresa@salkeiz.k12.or.us)

- Students will be using a variety of software applications:
  - Word, Excel, PowerPoint, Prezi
  - TinkerCAD
  - GameMaker, Scratch
  - Code.org and Code Academy

## RETAKING ASSESSMENTS

Assessments are in the form of projects completed in class. These projects will range from demonstrations of using PowerPoint and MS Office applications to online presentation creators (Prezi). GameMaker and Scratch are fun, educational video game and animation applications. TinkerCAD is an introduction to computer aided drafting. Code.org and Code Academy will be visited frequently to introduce students to various computer programming languages. We will dabble in HTML, Java and Python...although a student's individual preference other than these will also be considered. The goal of this class is to experiment with possibilities and prepare for a computer dominate future.