COURSE TITLE: Intro Programming A, B
CODE: PTP101, PTP102
COURSE LENGTH: 9 Weeks

INSTRUCTOR: Elisabeth Scherff, BSBA, MEd

INSTRUCTOR CONTACT INFO: elisabeth.scherff@am.dodea.edu ; Phone: 910.907.0201

ROOM: E-14

COURSE DESCRIPTION: This is a hands-on laboratory course designed to teach students the concepts, skills and processes involved in programming a computer, to include significant experiences with major language features.

COURSE OBJECTIVES: Upon completion of the course, students should be able to

- Define programming vocabulary specific to the chosen programming language.
- Utilize the input/output procedures of the language in addition to storage and retrieval of programs.
- Write programs in a structured format.
- Create logical programming solutions using boolean logic, iteration, variables, conditionals, data types and super and sub procedures.
- Recognize and correct program faults (debug).
- Promote the ethical use of computers.

COURSE ACTIVITIES: Students will analyze a problem, design a solution, write the program needed to solve the problem, test the program and make the necessary corrections in the program. Activities will include hands-on programming, group and individual assignments and special projects.

HOMEWORK: Students will use class time for the majority of their work. However, from time to time tests or other assignments may be given as homework.

EVALUATION TECHNIQUES: Assessment will be accomplished by successful completion of assignments and projects. Success will be demonstrated by written tests, class work, and projects. Tests will be based primarily on class notes and handouts. Rubrics will be provided.

GRADES: Projects will make up 50% of the students grade, with assignments and tests counting 25% each.

SUPPLIES: Students will be required to keep notes and handouts. Pens or pencils for taking notes, tests, etc. will be needed. A USB storage device (zip, flash, thumb, etc.) drive will NOT be needed and will NOT be allowed in the lab. All our work is to be saved to the school's server.

TEXTBOOK: There is not an assigned textbook for this course. Materials will given during the year to supplement and complement lectures and tutorials.

DUE DATES: As soon as possible, students will be provided with due dates for all work. Tests taken home will due two days later. Late assignments will only be allowed with excused

absences. Make up work will be made as soon as possible. Students – you must be responsible for getting your work made up. See your instructor as soon as possible.

CLASS PARTICIPATION: All students are expected to contribute in their own learning experience. Typically in computer classes, students will learn something special, or 'figure out' something that puzzles the rest of us. Students are encouraged to share, and collaborate.

ABSENTISM: Students are expected to be in class every day. But, in the event of excused absences, every effort will be made to ensure the student has the chance to 'catch up' with the class.

TARDINESS: All students must be in class and ready on time. The schools' policies and procedures will be followed.

SEATING CHARTS: A seating chart will be made the first week of class.

ACADEMIC INTEGRITY: All students are expected to work independently when specified by the instructor. While students are encouraged to collaborate, there will be times (tests, for example) when students must work independently.

STUDENT SUCCESS: Students are encouraged to keep handouts and take notes. Their notebook will become a type of manual for them. If, at any time, any student feels overwhelmed, they are encouraged to see me as soon as possible.

FOOD & BEVERAGES: NO food or beverages, and NO chewing gum or other candy will be allowed in the computer lab.

Dear parents and students: Please understand that even though this is a computer class, students are required to read, analyze, take notes, and submit responses to tests and quizzes like any other class. *If you have any concerns please let me know.*