

# Programming & App Design

Mr. Tyler  
Room D7

<http://mrtylerdno.weebly.com/programming--appdesign.html>

## Course Description:

This year long course will provide students with an exploratory course in computer science as well as an introduction to programming language and logic. Students will be exposed to a variety of programming skills through design-based and project-based learning. Throughout the course, students will develop personal connections to computing by drawing upon interests, creativity, and imagination.

## Behavior Expectations:

1. Do what's right
2. Do your best
3. Treat others like you what to be treated

## Consequences:

- 1<sup>st</sup> offense: Warning.
- 2<sup>nd</sup> offense: Denial of computer privileges.
- 3<sup>rd</sup> offense: Lunch detention, telephone or e-mail contact with parent.
- 4<sup>th</sup> offense: Referral to assistant principal

## Grading Policy:

Grades are calculated from points earned from class assignments, projects, quizzes, and participation points. The total points earned are divided by the total points possible at the end of each grading period.

Cheating and plagiarism will result in a zero for the assignment and a referral to the school administration and parents or guardians will be contacted. Plagiarism is the use of any idea or phrasing of an idea traceable to a single source without proper acknowledgement. Plagiarism is also turning in someone else's work as your own or supplying your work to another student for him/her to use. Cheating is copying homework, web sites, class work, quiz, and test answers from other students with or without their permission. Students who work "together" should not have identical work.

Student grades can be accessed through the Aeries Portal and will be updated following each course unit. Progress Reports and Report Cards will be delivered electronically via Aeries. Notification will be given by email or phone when those reports are available.

## Grading Scale:

A = 90-100%    B = 80-89%    C = 70-79%    D = 60-69%    F = 0-59%

## Make-up Work Policy:

If a student turns in an assignment or project late, a five percent grade deduction can be made for each day the project is submitted past the due date. If the project is more than five days late, a grade of zero will be given.

Students may make up assignments, projects and quizzes only if they have an excused absence. Assignment extensions depend on how many excused absences occurred. No assignments, quizzes and tests can be made up two weeks after the due date has passed. Absent students are responsible for retrieving missed assignments on the day they return to class.

**Suggested Class Supplies:**

All of the following items are suggested for this class: A USB flash drive for large files (2GB should be sufficient), a section of notebook (or separate notebook/binder) to keep handouts and notes, a pencil/pen, paper, and headphones or earbuds if the student wishes to use their own.

**Contact Information:**

E-mail preferred: [jeffrey.tyler@sduhsd.net](mailto:jeffrey.tyler@sduhsd.net)

Phone: 760-944-1892 x6653

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Completion of the digital class policies sign off sheet is required to acknowledge that you have read the course Syllabus and Acceptable Use Policy found on the course website and understand the information stated in these documents.