



McCreary School

## Computer Science 20S Course Outline

Teacher: Mr. Nadeau

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Semester: 1      Course Schedule: 10:07am-12:00pm (Days 1, 3, 4, & 5)

Course Designation: 20S      Credit Value: 1.0 credit

Level: Grade 10      Prerequisites: None      Course Code: 0280

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### Course Description:

Students will learn a programming language and practice coding small programs with an emphasis on problem solving and following standards.

### General Learning Outcomes:

1. *Students will demonstrate Digital Citizenship*
2. *Students will demonstrate effective communication skills in listening, speaking, reading, writing, viewing, and representing.*
3. *Students will demonstrate appropriate problem-solving skills while seeking solutions to technological challenges.*
4. *Students will develop the abilities to use, manage, and understand information and communication technologies by exploring programming languages and computer-controlled devices.*
5. *Students will problem-solve by testing and debugging projects.*
6. *Students will use independent research skills to solve problems.*

### Required Materials:

- ✓ Binder
- ✓ Loose Leaf
- ✓ Pencils/Pens (both red and blue)
- ✓ Laptop
- ✓ USB Drive

## Specific Learning Outcomes:

<b>Unit Title</b>	<b>Learning Outcomes</b>	<b>Assessment Plan</b>	<b>Time Proposed Based on approx.. 80 school days</b>
<b>Intro to programming using App Lab</b>	- Students will create simple programs using App Lab from code.org -Students will demonstrate the use of events and blocks that react to an event	Formative	10
<b>Controls</b>	-students will create projects using the C# interface -student will use assignment statements with their controls -students will use accepted programming standards when developing projects	Formative -completing several projects  Summative	20
<b>Variables</b>	-students will use variables within their programs to solve problems	Completing projects using the skills learned in each module	20
<b>Decisions</b>	-students will use decision structures in their programs to solve problems	Chapter Tests	20
<b>Graphics, Sound &amp; Motion</b>	-students will use a variety of controls to program simple animations and games	Final Exam/ Final Project	Throughout each unit

## Assessment Evaluation:

Work throughout the course is cumulative throughout the year. Marks will be assessed using both summative and formative approaches which include the following:

### Class Participation/Discussions/Course Work- 40%

- Daily engagement and participation in learning through discussions in class.
- Completion of assigned work
- Daily Assignments, Projects, Homework

### Tests- 40%

- Tests, quizzes, and summative assignments.

### Final Project/Exam- 20%

- Cumulative project that encompasses all the courses learning in a final summative project.



## **Classroom Expectations for Students:**

- Students are expected to arrive for class on time and prepared (with all required materials).
- If a student must be absent from class, prior notice should be given, and any missed work must be completed immediately after the student returns to class. It is the student's responsibility to ensure all missed work is completed.
- This is a senior high school course, and students are expected to behave as responsible young adults. As principal duties may require my absence from class on occasion, students are expected to be able to work independently and with limited supervision. This includes being self-sufficient on occasions where I am unable to attend the start of class or am called away during scheduled class time.

## **All members of the classroom will:**

- Commit to making the classroom a safe space, including respecting the opinions, ideas, and culture of all others.
- Respect the right of all others to learn in an environment that is free of distractions.
- Attend class regularly, on time, and prepared for all classes.
- Be Productive - Complete all work and turn it in on time.
- Homework is a part of the high school experience and is required to be completed when assigned or when projects/class work is not able to be completed in class.
- Participate to the best of your abilities in the course/class activities.
- All notes are to be kept neatly, dated and in order. Students are reminded that their notebooks are their only sources of references/study for tests and examinations.

**Cell Phone Policy:** Cell phones and personal devices are prohibited in class.

## **Plagiarism/Cheating Policy:**

The school handbook outlines the expectations in regards to academic dishonesty (If at any time you are unsure about an assignment it is the student's responsibility to ask for clarification), attendance and the use of technology.

## **Late and Missed Assignments - Student Roles and Responsibilities**

Students are expected to hand in assignments on the due date. Late assignments will only be accepted by the teacher's discretion. It is up to the student to communicate with the teacher if they cannot complete the assignment on the expected due date. Continual tardiness may result in a loss of marks.

Students are also expected to be responsible for providing evidence of their achievement of the overall expectations within the time frame specified by the teacher, and in a form approved by the teacher; understand that there will be consequences for not completing assignments for evaluation and/ or for submitting those assignments late; use class time productively; in extenuating circumstances, request an extension from the teacher before the due date. *Mark deductions for late and missed assignments may apply.*

