

CREWS APP STORE—COMPUTER CODE/PROGRAMMING 101

Alton C. Crews Middle School
"Building a Tradition of Excellence"



MAKING AN APP CAN BE MORE FUN THAN PLAYING AN APP!

There is just something special about making and creating your own software/app. Students will get the opportunity to go behind the apps they are playing and find out what hard work goes into making a successful app. They will also experience the extreme appreciation for making a fun game.

Programming has long been a great way for students to learn problem solving, math, and logic skills. Student's proven interest in playing games translates directly to learning. With the right environments, students will excel at making really fun and rewarding apps.

The bulk of the 9 weeks will be devoted to making familiar

game apps like Yatzee®, Matching®, Concentration®, I-Spy®, Frogger®, etc. Along the way students will be heavily involved in the programming process of "de-bugging" writing sub-routines and giving lots of commands to the computer.

We will learn a computer programming code language called LOGO and Scratch. These languages have a long history with education. Logo was developed in the late sixties at MIT with the idea that

anyone could use the language and it would be limitless to what it could accomplish. As it turns

out, they did a great job at making a very successful computer language. Scratch was also developed at MIT. There are some free versions of the software online but the one we will use is called MicroWorlds. Students are sure to enjoy the course.

In addition to learning LOGO and making some really cool apps, students will also increase their keyboard-

ing speed and accuracy.

Students will begin each day with keyboarding skill building and enrichment.



SPECIAL POINTS OF INTEREST:

- My office phone number is: 770-982-6957
- My e-mail address is: rod_hames@gwinnett.k12.ga.us
- Our web site is: www.Crews.org/curriculum/ex/compsci/
- Early lab - check with me for dates and times.

GRADING POLICY

Keyboarding.....	25%
Handouts	5%
Projects	70%
Total	100%

GRADING SCALE

A	90-100
B.....	80-89
C.....	74-79
D	70-73
U	- 69

Classroom Management Takes on a New Look by Roderick Hames

Students at this age are naturally curious, enthusiastic and energetic. A firm discipline policy therefore will be used to ensure classroom success for all students. Rules that are broken are

tempered with fair and appropriate consequences. At Crews students expectations for behavior are as high as they are for their academics. There are 4 basic rules covering behavior:

1. Work quietly without disturbing others.
2. Listen carefully and follow directions.
3. Use time wisely. (not being tardy)
4. Respect for others. (Treat others as you would want to be treated)

Continued...

Expectations...

(Continued)

You are 100% RESPONSIBLE for your:

- ☆ Attitude
- ☆ Actions
- ☆ Articulation
(verbal & non-verbal communication)
- ☆ Achievement

As the teacher, I am 100% responsible for ensuring a successful learning environment where all students reach their potential.

If you have any concerns including bullying, confusion in class, missed days, or just anything on your mind, please don't hesitate to get with me before, during or after class. Let make this your best year ever here at Crews.

My Teaching Goals for This Year

- To continue to develop student's decision-making and problem solving skills using apps like Scratch, Flash, Office and others
- To promote and demonstrate student leadership character traits such as honesty, cooperation, respect, kindness, courage, self-control, and others.
- To improve student communication skills through writing, listening and reading (book study)
- To practice collaboration skills using peer leading and small group activities
- To stay positive, proactive and enthusiastic in all circumstances
- To clarify difficult or complicated assignments through differentiation that is appropriate to student needs
- To help students become life-long learners while pursuing their dreams and passions
- To help students be successful during school and after through activities like Intramurals

Technology Acceptable Use Policy

Crews Middle School's technology consists of classroom computer stations, school wide network, advanced technology module, telecommunications including Internet access, e-mail, a satellite system, and video production.

For obvious reasons there is the need for emphasis on the proper and ethical use of this equipment. With these issues in mind we have selected the following guidelines for the use of technology at Crews:

1. Students will use technology with respect to the proper care and

function of the equipment. Any student found to be *intentionally damaging* any hardware or software will be cited for school property abuse.

You will be held responsible for information viewed, received and sent via the Internet.

2. Using **words, ideas, images or data** of another person as the student's own is consid-

ered **plagiarism**.

3. You will not be permitted to bring media from home to listen or load programs on the school machines. You are also not allowed to download files from the Internet to the school network.

4. Students' actions will be monitored and they will be held **responsible** for information viewed, received and sent when using the **Internet**. The use of online services should also be restricted to school related projects. You are not allowed to check your email here at school

5. Respect for the *personal data* created by others including students, and teachers will be maintained. Students are not permitted to change, delete or **alter** anyone else's files. **You should not try to alter the computer system of any computer in the building.**

Editorial: My Philosophy of Teaching

I believe teaching can be broken down into 4 basic parts: Educating, Encouraging, Modeling, and Managing. Kids need to know you care. They also need strong leadership today. They need good role models, excellent time managers and teach-

ers who are current in their fields. They don't need fancy teaching approaches or apathetic, sarcastic educators. Both teachers and students face difficulties never before imagined but not insurmountable. Teachers must hold students to high expectations while leading

them along a successful path. I strive to teach, protect, encourage, motivate, but most importantly to love and respect every person who walks into my classroom each and every day.

***HEADPHONES REQUIRED**

Student Signature: _____ (Ear buds required for class) Parent Signature: _____

