



Lois & Jerry Tarkanian Middle School

Explorations

Miss Council

Life Skills- Careers of this generation

In today's world where software and technology are everywhere - in our computers, pockets, cars, and homes - computer science has become essential for a strong educational foundation. I'm proud and excited to introduce some of the basics of computer science into your child's Explorations classroom this year using Code.org!

Regardless of who they are, where they come from, or what careers or opportunities they pursue in the future, students will be better prepared and informed citizens of the digital age by learning computer science. Encourage your child as they take the course, helping them to get beyond CS stereotypes and feel empowered. Students of color and female students are among underrepresented groups in this field of study and can especially benefit from your encouragement!

What is Code.org?

Code.org offers a fun, creative platform for learning basic coding and computer science! Using a blended learning model, Computer Science Fundamentals courses blend online and "unplugged" non-computer activities to teach students computational thinking, problem-solving, programming concepts and digital citizenship.

Most importantly, students will learn skills that extend beyond CS and have a blast doing it! Research shows that students give computer science and the arts the highest ratings out of all their subjects. View more stats about CS.

Students will study topics such as:

- Impacts of computing and digital citizenship
- Logic, problem solving and creativity
- How the Internet and computers work
- Basic computer programming
- Creating simple apps, animations, and "code art"

Student login - for access outside the classroom

For our classroom to participate in this course, Code.org accounts have been created for each student. Because the coursework is done online on the Code.org platform, students can log in from outside the classroom - from a computer or tablet at home, or in the library.

Students are disappointed when class ends while they're still working on their Code.org projects, so encourage your child to log on and nurture that budding interest in computer science. Make screen time about creating, not consuming.

Participation: Group work, pair programming, and class discussion are essential to this class. Students are expected to be prepared, participate in group discussions, work together on activities, answer questions posed by the teacher, complete activity guides and reflections, and follow general directions. We cover a great deal of material and your job is to stay on-task.

Classwork: All of our activities will be completed in class. However, students may need to work on projects outside of class if they choose not to utilize class time appropriately. Some assignments will be scored based on effort and completion, while others will be scored based on accuracy. If a student clicks through a lesson without completing the activities, he/she **will** receive a zero for that lesson.

Grading:

- Progress = 40% (lowest grade drops)
- Projects/Test = 60%

Missing/Late Work: It is VERY important to attend class daily. Each lesson builds on the next, and all work is done in class. In the event of an absence, it is **the student's responsibility** to find out what assignments were missed (check Google Classroom, message a friend, email the teacher) and complete as much as possible online from home. Students will be given 3 school days for each day of absence to complete any missed work.