



Springville High School
*"Dedicated to Excellence, United in Service,
 Educated for Success."*



Foundations of Computer Science

CNS 1030, 3 credits, CRN #19495

*must complete admission application by Sept. 4

Fundamentals of Programming

CNS 1400, 3 credit hours, CRN# (sign-up in Jan)

<http://www.uvu.edu/concurrent/>

\$35 admission fee + \$5 per credit hour

Computer Programming 1

(full-year course)

Course Website

www.shsbusiness.com

DISCLOSURE DOCUMENT & SYLLABUS

Instructor Name: Mrs. Carey S. White
 Phone: (801) 489-2870

Room: I-217
 E-mail: carey.white@nebo.edu

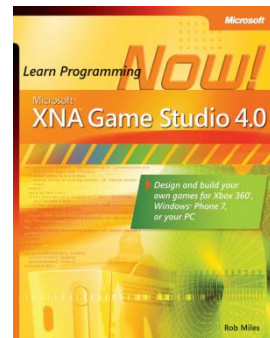
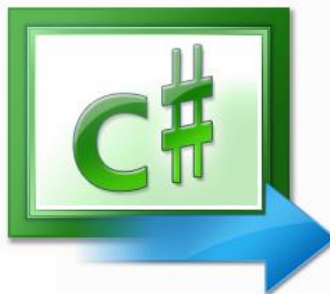
COURSE DESCRIPTION

This is a Concurrent Enrollment Course, offering both high school credit through Springville High School and college credit through Utah Valley University. This is a beginning class in computer programming and applications. The course introduces students to the fundamentals of programming, to simple control and data structures, to basic operating system commands, and the use of text files. Students will learn to design, code, and test their own programs. As a course supplement, students will learn to change and create Xbox and PC Games using Kodu, C#, and Microsoft's XNA Game Studio 4.0.

The intent of this course is not to teach a particular programming language but to give a broad view of what is involved in computer hardware, system software, and software development. This is a foundations course that introduces students to basics of how computer systems work including computer hardware and software. The course also explores how computers can be applied and what types of jobs are available to graduates with various types of computer skills. During this course students will gain experience applying computers through simple scripting and programming exercises in a number of problem domains.

SOFTWARE

1. Microsoft Visual C# Express Edition (free download)
<https://www.microsoft.com/en-gb/download/details.aspx?id=34673>
2. Microsoft Kodu Game Lab (free download)
<https://www.microsoft.com/en-us/download/details.aspx?id=10056>
3. Microsoft XNA Game Studio 4.0, Xbox C# Programming (free download)
<https://www.microsoft.com/en-us/download/details.aspx?id=23714>



COURSE OBJECTIVES & LEARNING OUTCOMES

Upon successful completion, students should be able to:

- Gain an appreciation for the fantastic flexibility computer systems provides.
- Learn major components of a computer system and how these components work together to accomplish a task.
- Provide foundation knowledge for ongoing studies of computers and their application.
- Survey computer related professions so a student will understand various majors within the College of Technology and Computing.
- Experience fundamentals of how a computer is instructed (scripting and programming) to perform any task a user wishes.
- Gain a basic understanding of how information is transformed into data.

In addition, students will be able to accomplish the following:

1. Students will be familiar with and use a programming environment.
2. Demonstrate knowledge of external and internal computer hardware.
3. Demonstrate knowledge of software concepts.
4. Develop the ability to use a current operating system.
5. Demonstrate the ability to manage files on a PC and network.
6. Demonstrate the ability to use the editor to enter programs.
7. Demonstrate the ability to compile, debug and execute programs.
8. Students will employ accepted programming methodology.
9. Demonstrate the ability to use good programming style.
10. Employ the proper steps to programming in order.
11. Employ proper program design process.
12. Students will develop awareness of career opportunities in the Computer Programming/Software Engineering industry and of its history.

Upon successful completion, students should have the following attitude(s)/trait(s):

1. Awareness of common computer programming terminology.
2. Respect for ethics with the use of software and in business situations.
3. Commitment to accurate and attractive computer programs.

REQUIRED STUDENT SUPPLIES

USB Thumb/Jump Drive (any size)

GRADES

You will receive the same grade for your high school course as you receive for your college course. Your grade will be based upon to following:

Points Breakdown:

- 10 Points – Bell Work Quiz
- 40 Points – Teacher Demo (Student Follows)
- 40 Points – Student Lab Work
- 50 Points – Projects or Tests

A = 94%	C = 74-76%
A- = 90-93%	C- = 70-73%
B+= 87-89%	D+= 67-69%
B = 84-86%	D = 64-66%
B- = 80-83%	D- = 60-63%
C+= 77-79%	F = 0-59%

COLLEGE CREDIT NOTICE:

Your grade for this class will become part of your permanent college transcript and will affect your GPA. A low grade in this course can affect college acceptance and scholarship eligibility

CLASS EXPECTATIONS:

STUDENTS ARE EXPECTED TO FOLLOW THE COMPUTER USE AGREEMENT FULLY. VIOLATIONS WILL RESULT IN STUDENT WARNINGS, PARENT INVOLVEMENT, AND/OR ADMINISTRATOR ACTION.

NO ELECTRONIC DEVICES ALLOWED!

CELL PHONES, I-PODS, MP3 PLAYERS, HEAD PHONES, ETC. WILL BE CONFISCATED. STUDENTS/PARENTS MUST RETRIEVE FROM ADMINISTRATION.

At the conclusion of this course, all students will be required to take the Utah State Competency Exam in Computer Programming.

Excused Absences:

Bell Quiz: Bell work quizzes **may not be** made up. Students are awarded 20 extra points at the beginning of the term to offset 2 missed bell work quizzes.

Teacher Demo: Screen Capture Videos or Step by Step Instructions of Teacher Demos will be posted on the class website. Students may complete Teacher Demos for 1/2 credit when a demo is missed. Students may submit a 1 page report on the topic missed to receive full credit.

Labs: Lab Instructions will be posted on the class website. Students may complete Labs for 1/2 credit when a lab is missed. Students may submit a 1 page report on the topic missed to receive full credit.

Projects & Tests: Projects or Tests may be completed during lunch or after school when a project or a test is missed. **Make-Up Projects or Tests may differ**

from

projects or tests assigned during the normal classroom period.

Late Work Cut-Off:

Due to successive units building on skills developed in previous units, all late work must be completed by Friday of the week following an absence.

Non-Participation During Class:

A student who chooses to not participate or is off-task (playing games or using cell phone) will receive **1 point** for the day.

Dropping the Class

October 23, 2015 is the last day to drop **WITHOUT** a W. If you drop the high school class, you must also withdraw from the UVU class to **AVOID** receiving an E or UW (unofficial withdrawal).

Teacher-Student Expectations

Teacher is to teach and students are to learn. Any student disrupting the learning process or showing disrespect to classmates or teacher is insubordinate.

INSUBORDINATION WILL NOT TOLERATED. STUDENTS WILL BE ASKED TO FOLLOW SCHOOL AND CLASSROOM RULES. STUDENTS WHO REFUSE TO FOLLOW THE RULES WILL BE IMMEDIATELY REFERRED TO THE ADMINISTRATION AND REMOVED FROM SCHOOL FOR THE REMAINDER OF THE DAY.

STUDENT/PARENT SIGNATURES

We, the undersigned, have read and understand the terms of this **Computer Programming 1** course disclosure document.

STUDENT NAME (PRINT PLEASE) _____

STUDENT SIGNATURE _____

PERIOD _____

PARENT SIGNATURE _____

NOTES to Mrs. White from Parent:

ATTENTION STUDENTS WITH DISABILITIES: If you have any disability, which may impair your ability to successfully complete this course, please contact the UVU Accessibility Services office, 863-8747, BU 146. Academic accommodations are granted for all students who have qualified documented disabilities. All services are coordinated with the Accessibility Services office.