Middle School Coding

Period 1 Middle School



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Course Description

Welcome to Middle School Coding! This course will be done in quarterly fashion. All middle school students will take this course for a quarter. This course is an introductory course to coding and programming. This course will use Blockly, Scratch, and Python. We will develop codes to create games, stories, and applications.

Objectives:

- To build an understanding of the basic objectives of coding, such as building sequences and algorithms
- To build an understanding of the basic elements of coding, such as loops, conditional statements, and variables

Required Materials

- Bring an attitude that shows you are ready to learn.
- Chromebook (provided by WSD)
- Water Bottle for drinking

Classroom Expectations

- TERRIER PRIDE RULES
 - Respect yourself
 - Respect others
 - Respect property
- **TARDY** -- If a student is late, a blue slip is required in order to be excused. If a blue slip is not provided, the student will be considered tardy. Three tardies or greater may result in disciplinary action.
- ABSENCES -- It is the student's responsibility to see me for missed information or assignment. The student is expected to make up missed assignments within a reasonable time frame.
- MAKE UP / LATE WORK: Makeup work will be accepted, but there will be quarterly
 deadlines. Work assigned during the first quarter will not be accepted during the second
 quarter, and so forth.

- **ELECTRONIC DEVICES:** Cell phones and tablets are not permitted during school hours. Students will be asked to put their cell phones in a designated location. Chromebooks will be provided for schoolwork only.
- **FOOD POLICY:** Food will not be allowed in the classroom.

Grading Policy

- 75% of the grade will be graded on assignments and participation
- 20% of the grade will be graded on projects
- 5% of the grade will be graded on quizzes

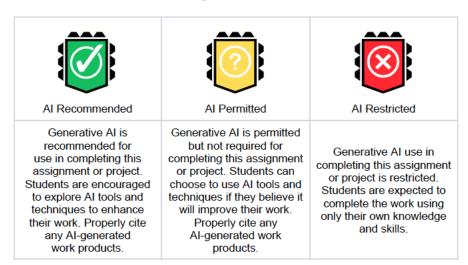
Letter grade	Percent ranges	Scale value	General rubric
А	93-100	4.0	Exceeds expectations
A-	90-92.9	3.7	
B+	87-89.9	3.3	
В	83-86.9	3.0	Meets expectations
B-	80-82.9	2.7	
C+	77-79.9	2.3	
С	73-76.9	2.0	Approaching expectations
C-	70-72.9	1.7	
D+	67-69.9	1.3	
D	60-66.9	1.0	Does not meet expectations
F	<60	0	No evidence

Extra Assistance

If a student feels that extra assistance is needed, email me, leave a message via videophone, write a letter, or make an appointment to come see me. I am here to help out!

Artificial Intelligence (Al) Guidelines

- Teachers may use these AI levels, shown below, to communicate their expectations for students' use of AI to complete various creative assignments in and out of the classroom.
- If a teacher has yet to specifically indicate whether generative AI is recommended or permitted for an assignment, students should ask before using generative AI.
- When generative Al is recommended or permitted, students should rely on their classroom teacher for further guidance on the extent to which they may use it in the context of the specific assignment.



This code of conduct is intended to guide students in using Artificial Intelligence responsibly and ethically in their academic work and projects. Teachers may use the Al Levels to classify assignments or projects as needed and should provide students with clear expectations for when Al is appropriate, permitted, or restricted. Al must be consistent with the district's expectations regarding academic integrity. **Misuse of generative Al may be considered cheating or plagiarism.**