

CLASS SYLLABUS

COURSE TITLE: Introduction to Digital Technology

COURSE DESCRIPTION:

Introduction to Digital Technology is an intellectually rich and engaging course that is focused on building a solid understanding and foundation in computer science and technology. This course emphasizes the content, practices, thinking and skills central to the discipline of computer science. Through both its content and pedagogy, this course aims to appeal to a broad audience. The focus of this course will fall into these computational thinking practices: connecting computing, developing computational artifacts, abstracting, analyzing problems and artifacts, communicating, and collaborating. Various forms of technologies will be used to expose students to resources and application of computer science. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are enhanced in this course to prepare students to be college and career ready. Employability skills are integrated into activities, tasks, and projects throughout the course standards to demonstrate the skills required by business and industry.



Competencies in the co-curricular student organization, Technology Student Association (TSA), are integral components of both the employability skills standards and content standards for this course. In order to facilitate your learning and provide you with more opportunities to explore the business and computer science offerings.

Unsuccessful completion of the course, however, will show that you have not passed Introduction to Digital Technology.

INSTRUCTOR: Mr. McCown, MS- University of West Georgia
BS- Georgia Institute of Technology

Classroom/Office—Room 51/53
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Website: <http://techhbm.weebly.com/>
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PROGRAM CLUSTER: Information Technology

EXTRA MATERIALS: Voluntary student lab appropriation of \$15.00 covers LEDs, conductive ink, batteries, cables, software upgrades and other new technology. **Check should be made out to HBMS memo IDT class.**

CAREER PATHWAY: Computer Science or Programming

TEXTBOOK: There will not be a textbook issued for this course. Web-based materials will be utilized.

SOFTWARE: Microsoft Office 365, Ear Sketch, Scratch, Microsoft Academy

STANDARDS:

IT-IDT-1	Demonstrate employability skills required by business and industry.
IT-IDT-2	Explore, research, and present findings on positions and career paths in technology and the impact of technology on chosen career area.
IT-IDT-3	Demonstrate effective professional communication skills (oral, written, and digital) and practices that enable positive customer relationships.
IT-IDT-4	Identify, describe, evaluate, select and use appropriate technology.
IT-IDT-5	Understand, communicate, and adapt to a digital world.
IT-IDT-6	Explore and explain the basic components of computer networks.
IT-IDT-7	Use computational thinking procedures to analyze and solve problems.
IT-IDT-8	Create and organize webpages through the use of a variety of web programming design tools.

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- IT-IDT-9 Design, develop, test and implement programs using visual programming.
- IT-IDT-10 Describe, analyze, develop and follow policies for managing ethical and legal issues in the business world and in a technology-based society.
- IT-IDT-11 Explore how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects, entrepreneurship development, and competitive events.

UNITS:

TOPICS
Introduction to Pixlr
TSA, Careers and Digital Design
Algorithms, Program Solving /Programming
HTML and the Web and Apps
Digital Information/Ethics
Electronics and Circuits
VEXIQ Robotics

CAREER OPPORTUNITIES:

System Administrator, Web Developer, Software Designer, Programmer, Network Technician, Help Desk Technician, Database Engineer, IT Consultant

METHODS OF INSTRUCTION:

Class lecture/demonstration, question/answer, group work, audio-visual aids, student reports/projects, case studies, and guest speakers.

EVALUATION:

Semester Average

Formative Assessments: Work Ethic, Quizzes and Home Learning	= 10%
Formative Assessment: Daily/Class Assignments	= 30%
Summative Assessment: Tests, Mid Term and Projects	= 40%
Semester Exam	= 20%
Total Percentages	=100%

The Fulton County grading policy is as follows:
A=90 and up; B=80-89; C=70-79; F=Below 70

TSA:

Technology Student Association (TSA) is a co-curricular student organization in Technology and Computer Science that promotes leadership, career planning, community service, and social networking. **Every student will be required to complete TSA course assignments.** Additionally, TSA will be blended into all of the standards of the course.

Behavior:

Each student is expected to adhere to the behavior expectations as outlined in the code of conduct and Haynes Bridge Middle School's behavior expectations. Students who do not meet behavior expectations will receive a C3 or C4 as a conduct grade. Level 1 notifications and conduct referrals will also be issued to students who fail to comply with expectations.

Late Work:

Work will be considered late if it is not submitted within the first five days of the assignment due date. The due date is included in the five days. Students will lose 4 points during the five day period for each day the assignment is late. Teachers will enter NHI (not handed in) in the gradebook to signal a late or missing assignment.

Tardy Policy:

Tardy is defined school-wide as not being inside the classroom when the final bell rings. When the final bell rings to be in class, teachers will issue the student a Level 1. The student's tardy will be recorded and consequences will be assigned based upon the progressive consequence scale. Students who arrive to class later than the fifteen minute window will be sent to the office for cutting class.

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The Graduation Coach's primary responsibility is to work with all students to encourage academic success. Mrs. Nigro offers a variety of academic programs that can help students improve their academic performance. The Guidance Counselors are also available to assist with any academic and social needs you may encounter during the school year.

Students may come during team time or early before school at 7:55 to make up assignments or catch up on projects. Students who need extra time must have used class time appropriately and have their agendas signed in advance.

Homework Expectations: Students that need extra time to finish an assignment may take their work home to keep up with the pace of the class. I expect any work that leaves the engineering room to come back the next day. All students are expected to make up any missing assignment due to an absence in a timely manner. See page 3 in the student agenda for the specific guidelines.

Daily Course Expectations: All school rules are in effect in this room. Each student is expected to adhere to the behavior expectations as outlined in the student agenda. (Pages 5-7)

Respectful: Check bad attitudes at the door. Do your best to stay upbeat, cheerful, and pleasant. We all have challenges. 😊
Keep your voices low and to your table.
Follow directions the first time they are given.

Responsible: Come prepared and work to the best of your ability each day. Bring a pencil, Notebook/journal, and any assigned materials to each class.
Take care of our tools, technology, and materials.
Get your materials ready quickly and put them back in the right spots.
Clean up after yourself.

Ready: Be on time for class, turn in all assignments on time, and make efficient use of our class time.
Pay attention and participate in class.

Rewards: special treats, positive notes or calls, student helpers, music while we work

Consequences: Level 1, teacher reprimand, notation in agenda, lunch detention, seat change, negative phone call or note, counselor/office referral.

Agenda: Students are provided with one agenda at the beginning of the year and are expected to use the student agenda as an organizational tool as well as a hall pass. Students will write the topic of the class and homework in their agenda every day for every class. If an agenda is lost, a new agenda must be purchased.