



Ben L. Smith High School



COMPUTER SCIENCE I PRINCIPLES HONORS

Ms. Mingo, National Board Certified Teacher

Course Syllabus

August - June

Course Description

From 3-D animation to medicine, fashion, engineering, visual design, finance, music production, statistical analysis, and much more, computer science powers the technology, productivity, and innovation that drives the world.

Computer Science Principles (CSP) helps you understand how computing and technology influence the world around you. In this course, you will create digital projects, such as games and apps, to address real-world issues in the same way writers, programmers, engineers and designers do. You will develop your problem solving skills, hardware and algorithms to help you understand and utilize computers to solve real world problems in contemporary life.

Course Units

- Unit 1 - Digital Information
- Unit 2 - The Internet
- Unit 3 - Intro to App Design
- Unit 4 - Variables, Conditionals, and Functions
- Unit 5 - Lists, Loops, and Traversals
- Unit 6 - Algorithms
- Unit 7 - Parameters, Returns and Libraries
- Unit 8 - Data
- Unit 10 - Cybersecurity and Global Impacts
- Unit 11 – AI Supplemental

Career and Technical Education curricula and 21st Century Skills require students to use many technologies, including the Internet. The Public Schools of Guilford County has an Internet use policy, and all students must sign the Internet

policy prior to beginning any class that uses such technologies.

Office Hours:

I will be available for one on one tutoring every Mon. Wed. and Fri. by appointment. From 5pm-6pm.

Respect

- Respect others: always be polite and considerate of other people’s feelings and rights.
- **When you enter our classroom, please greet us at the doorway, it is your way of showing how polite you are.**
- Respect yourself: always come to class prepared and ready to work and participate.
- Respect your surroundings: adhere to classroom procedures.

How We Work

All work and assignments are administered virtually using our two primary platforms: CANVAS and code.org. Your assignments are counted as classwork, your assessments are counted as test grades. You will have various projects and are counted as a project grade in this course. All projects, and coursework have non-negotiable deadlines. This course is synergistic with a college course.

Should you perform well on all of your deliverables inclusive of your exam.

Therefore, I **DO NOT** accept late assignments, HOWEVER I will accept make-up work as agreed upon due to missing class **attendance**. You will have **3** days from the date of your absence to make up your missing work unless there are special circumstances.

Expectations: Arrive to class on time daily prepared to engage in your learning experience. We are a team, we work together!

- **NDQ Rule** – there are no dumb questions in our classroom. All questions are welcome.

Grading Criteria

- Homework = 5%
- Classwork = 20%
- Test = 25%
- Projects = 30%

Final Exam 20%

Materials Needed

1. A three-prong notebook
2. Black Ink Pens
3. Flash Drive (or save your work to One Drive)
4. Loose leaf notebook paper

Contact Information

You may reach me at 336-294-7300 to make an appointment or email me at mingoj@gcsnc.com

Mr. Melvin Marshall, Principal

My Schedule 2022-2023

Time	Period	Description
9:30am – 10:19am	1 st	Computer Science Principle 1 Honors
10:24am – 11:13am	2 nd	Planning
11:18am – 12:07pm	3 rd	Computer Science Principle 1 Honors
12:12pm – 1:47pm	4 th	Computer Science Principle 2 Honors
2:46pm – 3:35pm	5 th	Computer Science Principle 2 Honors
3:40pm – 4:30pm	6 th	AP Computer Science Principles
4:30pm		Dismissal



Classroom Procedures (When we are in our classroom)

1. Enter the classroom in an orderly manner.
BE ON TIME!
 2. When you come to class, sit down and begin your warm-up.
 3. All assignments must include your name, course title, class period and date.
 4. When absent you may contact your classmates using the information that you received from them for any missed assignments.
 5. During announcements and emergency alert signals, stop working and listen to instructions.
 6. When you finish work early, you may review.
 7. All assignments will have a deadline. Please adhere to the date specified.
 8. If you have a question, raise your hand, and I will address you in a timely manner. Please wait your turn.
 9. The use of the restroom should be limited to emergencies. If you feel it is absolutely necessary: complete the restroom log with name, date, time out, time returned.
 10. Bring necessary items to class (pens & pencils). I provide pencils, pens, highlighters, and Kleenex as often as I can. Please feel free to contribute.
11. You are required to sign for documents that are to be taken home to parents.
 12. **NO FOOD OR DRINK SHOULD BE BROUGHT INTO THE COMPUTER LAB. IF YOU HAVE IT, KEEP IT CONCEALED IN YOUR BACKPACK. DON'T WALK IN THE DOOR WITH DRINKS IN YOUR HAND!**
 13. PLEASE don't talk while I am talking.
 14. NO **electronic devices permitted** unless you have my permission. There is a **no CELL PHONE** policy in my classroom – **NO EXCEPTIONS.**