

Computer Science

2024-2025

Course Syllabus

Sean Branch, Computer Science Teacher

Room 226-7

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Course Description

Welcome to the exciting world of computer science and programming utilizing Apple's own programming language called Swift! Within this course, students will explore the fundamentals of computer science while gaining hands-on experience in Swift, which is Apple's powerful and user friendly programming language. Through engaging activities and projects, students will develop problem-solving skills, computational thinking, and a strong foundation in programming.

For more detailed information on the curriculum see Apple's full breakdown linked here:

<https://www.apple.com/education/docs/everyone-can-code-curriculum-guide.pdf>

Course Goals and Objectives

- To understand core computer science concepts
- To understand Swift syntax and other basics
- To develop logical thinking and coding problem-solving
- To learn data input/output and basic storage
- To identify and fix coding errors
- To discuss responsible tech use and ethics
- To enhance teamwork and communication skills

Grading Policy

Tests	25%
Quizzes	20%
Classwork and Participation	25%
Authentic Assessments	25%
Homework	10%

Classroom Procedures and Expectations

Entering the Classroom

Arrive to class on time, and if you are late, enter quietly and quickly take your seat without disrupting the class. Upon entering, gather all necessary materials for the lesson, including notebooks, textbooks, and writing instruments. Go to the designated area to collect your tablet and keyboard, which will have your name and a number on them for easy identification.

Behavior Expectations

Students are expected to be respectful to peers, teachers, and classroom visitors at all times, which includes listening when someone is speaking and using polite language. During individual work, talking is allowed as long as it is not too disruptive. Maintain attentiveness during lessons, participate actively in discussions, and stay engaged with classroom activities. Take responsibility for your actions, follow classroom rules, and complete assignments on time. Positive behavior will be recognized and rewarded, while misbehavior will result in appropriate consequences, such as a verbal warning, loss of privileges, or referral to administration.

Food and Drink Policy

To maintain a clean and distraction-free learning environment, no food or drinks are allowed in the classroom. This helps prevent spills, messes, and potential allergies. However, students are permitted to bring a water bottle with a secure lid. Water bottles should be kept on the floor beside the desk or in a designated area to avoid spills.

Leaving the Classroom

Wait for the teacher's signal to start packing up, ensuring all materials are put away properly and your area is clean. Return your tablet and keyboard to the designated area at the front of the room, placing them in a neat and orderly fashion with the name and number visible. Make sure you have all your personal belongings and that your desk area is clean, disposing of any trash properly before leaving.

Please Detach, Sign and Return to teacher. Keep Syllabus as a Reference.

I have received and read the syllabus.

Student's Name: _____ Date: _____

Parent/Guardian's Signature: _____ Date: _____

If you would like updates by e-mail or phone, please fill out the information below.

Parent/Guardian's phone number: _____

Parent/Guardian's e-mail address: _____