**Computers 9 Elective 2020-21**

Warman High School

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**Big Idea:** Students need to explore various computer applications before they can make choices about future classes in which they will enroll at Warman High School. These classes provide valuable insight and experience that may lead to future career choices.

**Course Goals:**

1. To provide the opportunity for students to learn how to use technology efficiently to process information, develop a portfolio, and consider future careers.
2. To encourage students to experiment with different methods of communicating and presenting by allowing them to become familiar with the means to capture, design, create, adapt, and enhance products using technology.
3. To show students a sampling of 10, 20, & 30 potential offerings and invite feedback.
4. To give students the tools to make positive decisions about technology based on an understanding of digital citizenship and the importance of reflective practices.

**Course Configuration and Evaluation**

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| Module # | Module Name |  | Allotment (Hours) | Evaluation(Overall %) |
| 1 | Keyboarding Technique and Practice | On a daily basis (about 15 min per day), students will practice keyboarding skills using an online program. A final quiz will be given. | 2 | 10% |
| 2 | Information Processing – formatting papers in Word | Various formatting activities: spacing, headings, images, shapes/paint | 4 | 20% |
| 3 | Photo Editing on Gimp | Students will use images provided to learn some techniques with Gimp. Basic editing skills (crop, image size, brightness, & rotation tools) will be introduced. | 4 | 15% |
| 4 | Information Processing – Spreadsheets | Using personally contrived or researched data, students will learn how to add necessary details, average, determine sums, and make charts/graphs (checklist) in Excel. | 4 | 20% |
| 5 | Introduction to Video Editing | Editing of a prepared school spirit video will give students experience with title pages, transitions, effects, and endings (checklist). | 4 | 15% |
| 6 | Scratch – basic coding | Making a one or two-window video game using a free online coding tool called Scratch. The students simply use connecting shapes to learn the basics of coding (self-assessment & a working game). | 4 | 20% |
|  | Total |  | 22 | 100% |

\* Number of dedicated hours is an estimate and is influenced by student need.

**Assessment of Learning:** Checklists and rubrics, are used to ensure consistent, accurate and meaningful representation of student progress and offer support for student learning.

**Classroom Expectations Overview**

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1. Respectful and polite conversation is the only acceptable standard.
2. ABSOLUTELY NO FOOD AND DRINK is allowed in the core of the lab (including eating from food in a backpack). Any visible food or drink (open or not) MUST be kept at the front of the lab on the table.
3. All students must work on only one machine that is logged in on their own name.
4. The expectation is that all students are working at completing Photography 10 assignments. If these are completed and up-to-date, then the students may work at assignments for other classes.
5. Students are encouraged to offer verbal assistance to a nearby peer during working time, but they are not allowed to physically do any of the work for them. Students are not to work at assignments during lessons unless instructed to do so.
6. Monitors are not to be turned or tilted. If you want to show your work to someone else, you must have them come to your monitor to view it. Do not turn the monitor towards them!
7. Hoods and earbuds/earphones cannot be worn during instruction. Otherwise, head apparel is acceptable.
8. All assignments are due as indicated by the teacher. Late assignments will result in the teacher expecting the student to work in the lab after school to catch up (as arranged by student). Due dates are to be honoured. Late assignments will receive a mark of zero immediately and the parent notified the next day. A student can discuss a plan for completion with the instructor. Rewrites of quizzes are not an option.
9. Personal devices cannot be used for any purpose not expressly determined by the instructor (i.e. texting, phone calls, social media, games).
10. Students are expected to adhere to digital citizenship guidelines as good stewards of the school's resources and equipment.
11. It is required that students must have a mask on their person at all times, and must wear the mask if within 6 feet of another person. This is most of the time since space is limited in the lab.