

Computer Studies 10

Overview:

Computer Studies 10 is a survey course which introduces learners to healthy, efficient technology practices and concepts, while focusing on the three main areas of Computer Sciences: Business Computers, Graphic Design, and Programming. It is encouraged that learners explore and do their best in each area, before determining where they will specialize for Senior Level coursework.

Content (This course may cover the following):

- *Design opportunities, including the use of different software to re-format and/or re-imagine ideas and concepts.*
- *Basic knowledge of computer hardware, peripherals, internal and external components, wired and wireless networks.*
- *Knowledge and experience with business applications, including operating system shortcuts, command line operations, hardware/software troubleshooting, etc.*
- *Evolution of digital technology and the impact on traditional models of computing.*
- *Principles of computational thinking.*
- *Introductory computer programming concepts and constructs, including planning and writing simple programs.*
- *Impacts of computers and technology on society.*
- *Digital literacy and citizenship, including impacts of technology use on personal health and wellness.*
- *Distinctions between software types, including basic knowledge and experience in using desktop and cloud-based software.*

Assessment: Marking in this course is based on a Cumulative System.

45% - Assignments

- These are typically smaller pieces that focus on specific skills learned in tutorials or walkthroughs.

55% - Projects

- These are large-scale tasks that demonstrate multiple skills.
- Usually, half of the mark total is for content and the other half is for creativity and effort.

*Category assignment and specific marking criteria will be provided with each task.

Communication:

Website: www.mrgoldsack.com

Email: mgoldsack@sd35.bc.ca

Fine Print (Classroom and Course Expectations)

Working in a classroom environment that combines education with employability skills will require a rigorous standard of classroom expectations that may be beyond the capabilities of some students. These standards are built upon the professional requirements seen in everyday workplaces. Failure to meet expectations will result in removal from the class.

Behavior:

- Respect toward the teacher, peers, and equipment must be demonstrated on a daily basis. There is a ZERO-TOLERANCE policy for those who fail to do so, resulting in immediate removal from the class.*
- It is required that students will arrive to class on time and be prepared to begin work immediately at the bell.*
- Foul language, inappropriate web usage or work is not tolerated. This includes bad humour, explicit images, swearing and anything that violates the human rights of anyone, anywhere. Freedom of speech does not supersede human rights.*

Work Ethics & Standards:

- Students must maintain a high work ethic. That means using class time for class work.*
- Quality work is required at all times. This means using 100% of the time given to complete an assignment. This will vary in output for individual students.*
- Original work is always required. Using images from databases is allowed only when specified by assignment or project guidelines. Plagiarism is strongly prohibited and will result in a score of zero and may be subject to a failing grade in the course.*

Common Sense:

- Students are required to stay on track with assignments for this course, as well as keep track of deadlines or missed work. There will be multiple ways to check on assigned work via the course website, classwork board, and actually talking to the teacher.*
- Students should back up their work to avoid late assignments due to computer or human error. Please use your OneDrive Cloud Storage or a USB drive to back-up your work. Back-up using email or other means is another option.*