

Welcome to Mr. Hurley's Computer Science for Innovators and Makers Class!!

Our classroom is a safe, rich environment where a deep mutual respect for: others, diversity, morality, ideas, inquiry, collaboration, technology, and reflection are important. Each student will be part of this community that tackles problems by working together. We will set high standards for each other and ourselves that will lead to a greater appreciation of the world around us and help us become **problem solvers**.

Principles

1. Do the best that you can.
Do or Do Not, there is no Try yoda
2. Respect yourself and others
3. Be prepared and come to class ready to learn

Rules

1. Be in class on time.
2. Maintain our level of "trust"
3. Raise your hand and wait until called upon.
4. Listen and follow directions the first time given.
5. No food or drink allowed.

Make Up work...and Second Chances

It is tough being gone, but it is tougher getting caught up! Please take the responsibility of making up work (labs, tests, quizzes will be done before/after school during student access time). If you are going to be ill/gone for an extended period—please contact the counselor, and get your homework sent home. If worse comes to worse, you can always call me.

Homework

Please have homework completed and turned in as class is beginning. Almost all our work is classwork and the only time students will have homework is if they did not finish something in class.

Required Materials

Laptop
Charging Cord
Composition Notebook (learning log). I have one for you
Writing Utensil

Procedures—What's the Big Deal?

A. Beginning Class

1. Roll Call—while I am taking roll, logging into your computer and our website.
2. Storage of personal belongings. Only items you need on your desk are your binder & laptop.
3. Desk space—leave yourself some room to work.

B. During the Lesson

1. Limit student movement around room (sharpening pencils, gathering materials)
2. NO student movement in and out of the room
3. NO bathroom breaks.
4. When your work is done
 - a. Work on missing assignments
 - b. Redo work that you weren't happy with the grade you earned
 - c. Complete an extra credit assignment provided by Mr. Hurley
 - d. Read a science magazine/book available from our room's library

C. Grades:

- | | |
|-------------------|-----|
| a. Brain Starters | 5% |
| b. Vocabulary | 10% |
| c. In Class Work | 25% |
| d. Tests | 20% |
| e. Projects | 40% |

Dear parent(s)/Guardian(s):

Your son or daughter is enrolled in my computer science class, Innovators and Makers. I am providing you with a list of rules and procedures that they need to review with you. Please take time to explain to your son/daughter the importance of having specific wrongs and rights when working with computers & technology.

Safety and respect of other students are the main concerns to me as a computer science teacher. Please take a few minutes to review our management plan and if you have any comments or concerns. You can contact me at 354-5120.

Innovators and Makers is your students first experience in a secondary computer science class. We will be planning, designing, and constructing, and coding, to name a few areas of study. To succeed in our class, please encourage your son/daughter to do the following:

1) Ask many questions.

If your son or daughter wants to do well, encourage them to ask questions when they do not understand something. Nine out of ten times, there are others in the class that will have questions like theirs.

2) Complete assignments on time.

Make sure students complete the at-home tasks, to the best of their ability. Have them write down anything that is confusing and ask me in the next class☺.

I am excited to meet you and discussing how we can make this year one of the best for all our students!

Thank you,
Mr. Hurley
509-354-5120