Technology & Game Dev Syllabus
Central Bucks School District

Mrs. Hallman's Contact Information
- **Email: mhallman@cbsd.org**
- **Room: 117**
- **Voicemail: 267-893-2700 (ext. 1634)**
- All course work can be found in Canvas.

Student Code of Conduct
- Students should address all CBSD staff members as adults with the respect and courtesy expected for education professionals.
- Students should treat others with respect at all times.
- Students should communicate professionally with teachers via email.
- The integrity and authenticity of student work is something we take seriously and check using a variety of technologies. Copying the work of others, allowing others to knowingly copy a student's work, and/or misusing content is considered plagiarism and is prohibited.

Student Technology District Policy
Students are expected to abide by the Central Bucks Technology Agreement for Students. The agreement contains, but is not limited to, restrictions on:

- ➢ connecting to or disconnecting any device from the network
- ➢ attempting to bypass or circumvent district filtering software
- ➢ introducing a virus to a computer
- ➢ copying a software application without permission
- ➢ viewing, downloading, creating, or transmitting inappropriate or offensive materials
- ➢ using school computers, and district-issued Office 365 products, to engage in illegal or non-school related activities
- ➢ attempting to access restricted programs, sites, or other people's files/folders

Holicong Colonial Core Expectations:

Respectful	Responsible
• I am an active listener • I raise my hand electronically • I mute my microphone unless actively speaking in class • I promote a positive classroom environment	• I check email and Canvas notifications daily • I report to class on time and actively participate in live sessions • I complete my work on time • I complete my own work • I demonstrate effort on a consistent basis
Considerate	**Healthy**
• I use positive words in your comments (both written and verbal) and in your symbols (like/dislike) • I stand up for myself and others • I am kind, helpful, and inclusive • I use video and audio from class meetings for class purpose	• I have a growth mindset • I am mindful (aware of and controlling your experience) • I am kind, patient, and understanding with myself • I reach out for help when needed

Unit 1 – Basic MakeCode Skills: Coding is complex, but it doesn't have to be difficult! We will use Minecraft and MakeCode to learn about the basics of programming by utilizing block coding (or JavaScript or Python if you like!). Skills you will learn in this unit include how to leverage events/handles, coordinates, and variables to create a dynamic environment in Minecraft.

Unit 2 – Intermediate MakeCode Skills: Now that you have mastered the basics of coding it's time to take your programming skills to the next level! Building upon our knowledge from Unit 1 we will add iterations/loops, conditionals, and Non-Player Character to our coding toolbox through MakeCode and Minecraft.

Unit 3 – MakeCode Final Assessment: Create your own game by using all the elements of code that you've learned. Students can choose from using MakeCode in Minecraft or MakeCode arcade for their final project.

Unit 4 – Virtual Reality (Enrichment): You will use Minecraft to construct a three-dimensional model. Once the model is completed, students will manipulate the model in Paint 3D to add labels and other important information, before exporting it to PowerPoint or the Mixed Reality Portal. App smashing at its finest! Additionally, you can choose to learn how to code a Spero bot; code it to go through a maze you can build!

ASSIGNMENTS & ASSESSMENTS

INFINITE CAMPUS:

Tech & Game Development assignment grades will be posted on Infinite Campus (IC) for students and parents to view throughout the semester. Please check IC at least once a week to monitor progress in the class. Missing assignments will be calculated as "0 pts" until the assignment is submitted. Formative assignments are 10% of the marking period grade and summative assignments are 90%.

Reassessment Guidelines 2023: Students must complete all formative assignments on-time to be eligible for reassessment on summative assignments. Additionally, students will review teacher feedback on summative assignments to determine adjustments. Reassessments can only be requested ONCE a marking period except during the last week of the MP. The highest grade a student can receive on a summative reassessment is a 90%.

CANVAS:

Most assignments will be submitted via the Canvas course. All feedback will be viewed in Canvas. Average grades in Canvas may not be accurate, as all Integrated Tech assignments will not be added to the Canvas gradebook, therefore students are welcome to view their grades in Canvas for individual assignments and feedback but should review final averages in Infinite Campus.

ATTENDANCE AND PARTICIPATION:

- Attendance is to be taken every period.
- If absent, the considerable thing would be to email teacher and group members (if necessary)
- 3 lates = major infraction