Tech & App Development Syllabus
Mr. Greenbaum – Room 237

Welcome to Technology and Application Development at Lenape! In this course, you will learn about block coding, virtual reality, and game / application development!

Mr. Greenbaum's Contact Information

E-mail	**Telephone**	**Website**
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Course of Study

Unit 1 – Programming In MakeCode: Coding is complex, but it doesn't have to be difficult! We will use Minecraft and Make Code to learn about the basics of programming by utilizing block coding. Skills you will learn in this unit include how to use events, coordinates, variables, iterations, conditionals, and arrays.

Unit 2 – Game Creation: 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 you will create a fully playable video game in Minecraft!

Unit 3 – Game Marketing: While it's important to have a great game, it's even more important that you let the world know how great your game is. You'll create a crowd-funding campaign for your game, design box art, and create a trailer to show everyone what your game is all about.

Expectations

Like your teachers in your other classes, I have very high expectations for all my students. My expectations can be explained in five simple phrases, which I like to call **The Code**. I expect all my students to:

1. **Be respectful** to your peers and to me.
2. **Be prepared** every day with your class materials and a positive attitude.
3. **Be safe** in the classroom and on the Internet.
4. **Be responsible** by completing your assignments on time and following the code.
5. **Be productive** by using class time to complete your work.

<u>Supplies</u>

To maximize our ability to use the computers and reduce our carbon footprint, Integrated Technology will be a **paperless course.** This means that all your class materials, like handouts and projects, can be found online. The only required item you need for this course is a pair of **wired headphones.** Please make sure to bring your headphones to class every day.

<u>Grading Policies</u>

Formative Assessments – Formative assessments will comprise 10% of your total grade for the marking period and will generally only take 1 class period to complete.

Summative Assessments – Summative assessments will comprise 90% of your total grade in the marking period and will take multiple class periods to complete. These projects will have rubrics and I will provide opportunities to check in with me before you submit them for a grade.

<u>Canvas</u>
All assignments will be posted and turned in on Canvas unless otherwise noted. Please make sure to check Canvas for the most up to date information about the class.

<u>Infinite Campus</u>
Your Integrated Technology assignment grades will be posted on Infinite Campus for you and your parents to view throughout the semester. Please check Infinite Campus at least once a week to monitor your progress in the class. Missing assignments will be marked as a zero until the assignment is submitted.

<u>Absences</u>
You will need to make up any work that is missed due to an absence. You should speak with Mr. Greenbaum as soon as you return to school to discuss making up missed work. However, even if you are absent, you can always check the class Canvas to see what you missed.

<u>Late Work / 2nd Chance Learning</u>
Assignments turned in after the due date may have points deducted for lateness. Students wishing for second chance learning opportunities on summative assignments should discuss this option with me as soon as possible.

<u>Statement for Academic Dishonesty:</u>
Academic honesty is expected in this class. Cheating in any form is unacceptable behavior. Cheating is cause for a student to lose membership/eligibility in the Honor Society. Students found to be cheating or any work will receive consequences as deemed appropriate to the incident. Plagiarism of any type (including electronic) is considered cheating. Teachers will notify parents of the incident. When plagiarism is suspected, the teacher and the student will develop a plan for the assignment to be redone. Additionally, student may receive a non-academic consequence. (CBSD Student Handbook)

Student Name: _____   Class Period: _____
Student Signature: _____   Date: _____
Parent Signature: _____   Date: _____