

Technology & Application Development

Int Tech III Syllabus

Central Bucks School District

Welcome to Technology and Application Development (Integrated Technology III)! In this course, you will learn about block coding, virtual reality, and game / application development!

Course of Study



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. 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 functions to our coding toolbox through MakeCode and Minecraft.



Unit 3 – Virtual Reality: You will use Minecraft to construct a three-dimensional model of something related to one of your 7th or 8th grade classes. Once the model is completed, students will manipulate the model in Paint 3D to add labels and other important information, before exporting it PowerPoint or the Mixed Reality Portal. App smashing at it's finest!



Unit 4 – MakeCode Arcade: Our final unit will take us back to the MakeCode Arcade where we will create our very own game! Using the skills you have acquired during the course you will design, create, and publish a game that your classmates can enjoy on their phones.

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. 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.
5. **Be productive** by using class time to complete your work.

Supplies

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 **headphones**. Please make sure to bring your headphones to class every day. You may also want to bring a wireless mouse.

Extra monitors are available for you to use to “dual monitor.” You can connect your computer with the cord available.

Grading Policies

Grades will be split into two different categories, formative assignments and summative assignments. Formative assignments will count as **20%** of your average for the marking period, and will include shorter, in-class assignments that will typically be completed in one day. Summative assignments will count as **80%** of your average for the marking period, and will include larger assignments such as presentations, video projects, and exams. For all summative assignments, you will be provided with a rubric when the assignment is distributed so you can see exactly how your grade will be calculated. Additionally, you there will be second chance learning opportunities for certain summative assignments.

Canvas and Microsoft Teams

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

Infinite Campus

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.

Absences

You will need to make up any work that is missed due to an absence. You should speak with your teacher 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.

Late Work

Assignments turned in after the due date may have points deducted for lateness.

Statement for Academic Dishonesty:

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)