

# 2020 & 2021

Rosina A. Allen



## What will we study?

**6<sup>th</sup> grade:** Focus on teaching an introduction to STEM and programming using Code.org, Swift coding, Scratch, Sphero, 3D printing, and Lego Robotics Curriculum. The Lego Curriculum features lessons and competitions for the Microcontroller; the curriculum's focus is to teach beginning programmers how to program using ROBOTIC's graphical programming environment. Students will enter local and state competitions.

**7<sup>th</sup> grade:** Focus on building a continuing knowledge of STEM and programming using Code.org, Scratch, Swift coding, OZObot, 3D printing, and continue in the Lego Curriculum. Students will begin higher level engineering tasks; construction using MakerBot (3D) entering local, state, and national competitions.

**8<sup>th</sup> grade:** Focus on taking computer programming and engineering skills to the community. Students will continue using Code.org, Scratch, Codecademy, MakerBot (3d), and programming within the Lego and VEX IQ Curriculum. Focus will be on STEM Careers, Engineering Robots, Competitions, and Job shadowing. Students will be responsible for organizing/ hosting a community STEM event.

## Bring everyday:

All necessary materials needed for each class session (try to avoid leaving workspace to gather needed items during class sessions).

**Student Work:** Students will complete synchronous work while in class and asynchronous assignments outside of class time on a regular basis. All students are expected to read class material, think critically, use Engineering Design Process, and keep a Coding Journal. Students will use complete sentences, proper grammar and correct spelling in every written performance. Students will have STEM challenges.

**Materials:** Students will be required to have mask on and all other required materials when they enter into the Face-to-Face classroom. Have all materials when logging into class for each session.

**Group Activities:** Students will be working in groups on a regular basis in Canvas. Groups will be given cooperative learning activities to complete. Each student will be expected to be an active member of their group and participation points will be assessed accordingly. Students will always be graded as an individual; however, groups may earn points together that will lead to a reward.

## Every Grade Counts!

Students will receive a grade based upon the following categories-

Tests and Projects	40%	A 90-100
Classwork and Participation	30%	B 80-89
Quizzes, Do Now's, Closures	20%	C 75-79
Homework	10%	D 70-74
		F 0 - 69

## Methodology

A combination of Synchronous Instruction, Asynchronous learning, discussion boards, presentations (i.e virtual field trips, labs), videos, cooperative learning, computer coding, STEM inquiry and problem-based learning will be used during this course. STEM Challenges as well.

Grades will be determined by the satisfactory and timely completion of assignments. The grade of each assignment is based on the prerequisite given for each assignment. Please email the teacher if you have any questions.

## Grading information

A- 100-90 B- 80-89

C- 75-79 D- 70-74

F-69 or below

**A grade lower than 60% will receive a phone call, email, letter home, or a remind notification (as time allows/at teacher's discretion). A low grade will need grade recovery/retest at the teacher's discretion.**

**Absences:** If a student is absent, it is HIS/HER responsibility to get all late work from the teacher and return by the deadline agreed upon by teacher, parent, and student.

### Plagiarism, Cheating, and Academic Integrity

Plagiarism is the practice of copying words, sentences, images, or ideas for use in written or oral assessments without giving proper credit to the source. Cheating is defined as the giving or receiving of illegal help on anything that has been determined by the teacher to be an individual effort. Both are considered serious offenses and will significantly affect your course grade. Please refer to the Student Code of Conduct booklet for additional information.

### Absent?

- 1<sup>st</sup> – Inform Teacher
- 2<sup>nd</sup> – Check the course homepage in Canvas
- 3<sup>rd</sup> – Check Microsoft Teams
- 4<sup>th</sup> – Text a friend for the notes/class info
- 5<sup>th</sup> – Turn in missing work within 2 days for every day absent.

### Need Help?

- ✓ Ask for teacher help
- ✓ Check teacher website for apps or websites to practice at home
- ✓ Ask for recovery work if needed

### Teacher Information:

**Email:** [allenro@richmond.k12.ga.us](mailto:allenro@richmond.k12.ga.us)

**Remind:** text @agb744 to the number 81010

**Phone:** 706-592-3987

### School Information

115 Dolphin Way  
Hephzibah, GA 30815  
Phone: 706-592-3987

### Class Rules:

1. Be Respectful of Others. This means to respect the teacher, respect your classmates, respect the school's property, respect all the staff, respect yourself.
2. Be Prepared. Bring Materials, Wear your Mask, Stay Focused, and Participate!
3. Do Not use Inappropriate Language. Use words that are positive and friendly.

### Class Procedures:

1. Enter the synchronous sessions in an orderly fashion. Have your mask on!
2. Have all necessary materials ready for class
3. Prepare a quiet place with no distractions for class.
4. Pay attention to the directions and follow directions that are given. Ask for help if needed.
5. Complete the assigned task for the day.
6. Do not leave synchronous sessions until teacher dismisses.

**I have read and understand the rules for Computer Programming, Robotics, and Engineering.**



**Parent/Guardian Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Parent/Guardian's Email Address:  
\_\_\_\_\_ and/or \_\_\_\_\_

Student Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parents, please read the syllabus with your child. Make sure that your child understands the contents of the syllabus. Please contact teacher if you have any questions. Please sign and return to your child's teacher by the end of the first week.