Computer Science 1 Advanced Syllabus

Mr. Goodreau
2023-2024 School Year

Classroom: Room 1705
Phone: (512)570-2300 ext. 42365
Planning: 3rd Period (12:00 – 1:30), 6th Period (9:50-11:20)
Email: galen.goodreau@leanderisd.org
Web site: http://csvhs.leanderisd.org/goodreau/

Course Description

Computer Science 1 Advanced is a survey course that explores problem solving from a logical perspective. Students will learn how to dissect complex problems into manageable parts and implement solutions using a variety of tools. Students will also gain a broad knowledge of Computer Science by being introduced to a variety of concepts such as programming, gaming, cryptology, robotics, and more. We will begin with visual tools and end with more complex coding, which will lead into the AP Computer Science A course for those who wish to continue and prepare for the Computer Science "A" Advanced Placement Exam.

Tutorial Availability

This course is an "Advanced" level course and will receive weighted grade point credit (12th grade students only). This is a rigorous course with high expectations. Work will be graded accordingly. Many students find that they must attend tutorials for help with completing assignments and to be as successful as they want in the course. Therefore, tutorials are offered at the following times:

PIT : during your scheduled PIT period or sign up in the PIT portal
Afternoons: 3:40 p.m. – 4:30 p.m. M, T, W

Make-up Work

Please refer to the LISD High School Parent and Student Handbook, for information on making up work due to absences.

Please note: An absence the class period before a quiz or test is not an excuse for not taking the quiz or test. Check the class schedule before returning to class to make sure that you are prepared to take the quiz or test on the day you return to class.

Late Work

All assignments will be due at 11:59 pm on the assignment due date. Lab assignments may be turned in up to one week after the due date for a maximum grade of 80. A late grade is only available on assignments that were not originally turned in by the due date. Any lab assignment turned in later than one week after the due date, will not receive any credit and

will be counted as a zero in the gradebook. No assignments will be accepted after the last day of six weeks grading period. *Please note, if you turn a lab in after it has been graded (i.e., you have a M in the gradebook), you must email me to let me know that you have turned it in and ask me to grade it.*

Course Grading System

As per the district grading system, no one assignment will be worth more than 25% of your overall grade. The weighted percentage of major and daily grades will vary each six weeks.

Type of Work	Value
Test (Programming/Written)	50% of six weeks (2 per six weeks)
Daily Work and Quizzes	50% of six weeks (rest of assignments)

Retake/Redo for a Failing Grade:

Students will have the opportunity to regain points on one (1) test grade **per six weeks grading period**. The failing grade may be replaced with a maximum grade of 80. Retake/Redo must be completed within 5 school days of the failing grade being entered in the grade book.

Academic Integrity

Every piece of work that you turn in with your name on it must be yours and yours alone unless explicitly allowed by your teacher. Specifically, unless otherwise authorized by your teacher:

- Students may not acquire from any source (e.g., another student or an Internet site) a partial or complete solution to a problem or project that has been assigned.

You are responsible for complying with this expectation in two ways:

1. You must not turn in work that is not yours, except as expressly permitted by your teacher.

2. You must not enable someone else to turn in work that is not theirs. Do not share your work with anyone else. Make sure that you adequately protect all your files. Even after you have finished a class, do not share your work or published answers with the students who come after you. They need to do their work on their own.

This expectation is not intended to discourage students from learning from each other, nor is it unmindful of the fact that most significant work in computer science and in the computing industry is done by teams of people working together. But, because of the need to assign

individual grades, I am forced to impose an otherwise artificial requirement for individual work. In some classes, it is possible to allow and even encourage collaboration in ways that do not interfere with my ability to assign grades. In these cases, I will make clear to you exactly what kinds of collaboration are allowed for that class.

You are encouraged to study for tests together, to ***discuss*** methods for solving the assignments, to help each other in using the software, and to discuss methods for debugging code. **Essentially if you *talk* about an assignment with anyone else you are okay, but the moment you start *looking at someone else's source code* or *showing someone else your source code* you have crossed the line into cheating.** You should not ask anyone to give you a copy of their code or, conversely, give your code to another student who asks you for it.

Similarly, you should not discuss your algorithmic strategies to such an extent that you and your collaborators end up turning in exactly the same code. Discuss high level approaches together, but do the coding on your own.

Understand the difference between cheating and collaboration. Collaboration is allowed, cheating will lead to grade penalties and referral to the Assistant Principal's office.

Examples of cheating are many, but include sharing USB "jump" drives with programs on them with other students, taking a cell picture of a program, accessing another student's account, looking at someone else's solution code, copying or downloading someone else's solution code, or allowing others to copy or access your solution code. Of course this means you should not look on the Internet for code to solve your problems.

Examples of allowable collaboration include discussions and debate of general concepts and solution strategies.

You shall not make use of code you find from other sources including the Internet and from other students. Materials from the Web should only be used for educational purposes. Thus, you can read about linked lists and look at examples of linked list code, but you must not copy any code from the Web or be looking at any of this code from the Web when writing anything you turn in.

Plagiarism detection software may be used on any assignment to find students who have copied code from one another.

If you have any doubts about what is allowed, ask your teacher.