

RCMS - Computer Class - Mr. Garretson

Dear Students and Parents,

Welcome to the Computer Science Course at Rancho Cucamonga Middle School. All assignments are based on the California Computer Science Standards. This course will cover Computer Science Basics, HTML, CSS and in the yearlong classes we will include JavaScript coding in the Spring.

Please feel free to contact me via Parent/Student Square. Assignments and grades can be found in Aeries.

Class Expectation Matrix

- **Control** yourself by using low voices and respecting everyone's space.
- **Enter** the computer class prepared and ready to work.
- **Shift** into learning mode - pay attention to the lesson and stay on task.
- **Command** respect by raising your hand to speak and not interrupting others.
- **Delete** any bad attitudes or negative thinking.
- **Return** everything how you found it - clean up your station & log off the computer.

Class Protocols

- Be cool and try your best
- Please leave the following items outside of the computer class; toys, sporting equipment, food, drinks, and cosmetics. Water bottles must in the backpack or on the counter at the side of the room.
- Use the restroom during passing period.
- All backpacks must be on the backs of chairs or on the black pad by the counter.

Consequences

- Warning
- Lunch Detention and Parent contact
- After School Detention
- Referral to Assistant Principal

Assigned Work

- Assignments will be done using the Skill Struck app located in Clever. They can be done on any device at any time.
- Complete all assignments on time.
- All assignments must be completed in order as each lesson builds on prior concepts.

Extra Credit

- There are extra credit assignments that can be done only if all assignments are completed.

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Extended School Activities / Homework

- Complete any missing or unfinished work from class.

Absences

- Students are responsible to make up any missed work.

Grading

- Grades are posted in Aeries as they are graded.

Grading breakdown

- Daily lessons = 80%
- Lesson quizzes = 10%
- Post-Assessments = 10%

Skill Struck requirements for each lesson;

- Checkpoint, Quiz, Challenge 1 = 60 points

Minimum to move on to the next lessons 60% = D-

- Additional Challenges - 10 points
- Games - 5 points

Grading Scale

A+100% and above	C+ 77% - 79%
A 93% - 99	C 73% - 76%
A- 90% - 92%	C- 70% - 72%
B+ 87% - 89%	D+ 67% - 69%
B 83% - 86%	D 63% - 66%
B- 80% - 82%	D- 60% - 62%
	F 59% or lower

Visit our class webpage

- <http://www.mrgarretson.com/rcms/lab/rcmslab.html>

I am looking forward to a fun and exciting class with each of you.

Rob Garretson