

### Grading Policy and Classroom Rules

#### Grading

Your quarter grade will be based on the total points accumulated from class work (projects and/or programs), tests, and quizzes. Participation is required in all classroom activities.

All assignments (classwork) must be completed when stated. Prior to the due date, you can work at home or during my free periods or **extra help** sessions (by appointment), to hand-in the assignment by the due date. Points will be deducted on **late** assignments.

#### Classroom Rules and Policies

1. Respect the school's and other's property. Let me know something is wrong with your computer immediately or you will be responsible for the damage.
2. Be on time. Three lates will be awarded detention.  
If absent for a quiz or test, you must make it up within one week after returning to school. Make ups must be made by appointment.
3. You are expected to do as you are asked and learn throughout the period. This means

**NO** Internet/ **NO** computer games/ Do **NOT** be distracted by the computer.

If you use class time inappropriately, you will lose your time on the computer and spend **your time** (lunch period or after school) with me.

#### Books

Computer text books will be left in the classroom (you can sign out books for home use).

#### Computer Club

Computer Club will meet after school on Thursdays from 2:05 to 2:55 starting Sept. 24<sup>th</sup>. We will be running video game competitions to raise funds for our annual field trip. Members will participate in programming contests, the St. Joseph's College Programming Competition (held annually). Members can also work on Vex Robotics kit and challenging software development projects, design and develop apps on AppInventor and promote Computer Science in any way possible (i.e. using Code.org, lessons using computers at any grade level).