

COMPUTER FOCUS – S1

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(2023-24) - Code.org September to June

Computer Science Discoveries (CS Discoveries) is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun.

Unit 3 -Interactive Animations and Games ('23-'24)

In Unit 2, you'll build on your coding experience as you program animations, interactive art, and games in Game Lab. The unit starts off with simple shapes and builds up to more sophisticated sprite-based games, using the same programming concepts and the design process computer scientists use daily. In the final project, you'll develop a personalized, interactive program.

Materials Needed:

1. WSD1 live account
2. Good attitude

Mantra for the Class - Your road to success is not easy. Every class you will experience something new. Be Persistent!
Make mistakes; just make sure you learn from them.

I think.

I question.

I design.

I create.

I struggle.

I collaborate.

I try.

I solve.

I invent.

I reflect.

I Learn.

I am looking forward to an amazing year with you! Be on time, be prepared, and be ready to learn!

In Coding, Students will be assessed in a variety of ways. The end product is important and will be graded on their knowledge, skills and strategies demonstrated, but they are also assessed on the journey to that final product. Students will be assessed on how they collaborate with partners; how they deal with struggles during project: a) attitude - always trying, questioning, and thinking and b) troubleshooting strategies used; how they design, create, evaluate, and redesign; and finally to reflect on what they have learned from the overall process. The end goal for every student in my Coding courses is to not only be excellent problem solvers, but lifelong learners.