

Class Description: Students will be introduced to the foundations of coding, animating and basic game development using [Code.org](https://code.org) and Scratch.

Class Rules:

1. Be on time! That means in your seat/signed in and ready to work.
2. Be respectful of others and the computer equipment. Do not touch other student's computers.
3. Be on task and use time wisely!
4. No food or drinks near the computers in class! Water bottles are okay!
5. Other expectations will be discussed throughout the semester.

Classwork Policy: In order for students to succeed in this class, students will need to be present daily and ready to make good use of class time. Most assignments will be posted on Google Classroom. There will be due dates posted with the assignments to help students stay on track, but I will accept late work within the same grading period for credit.

Grades: Grades are based on total points on a standard percentage grading scale. (A...90-100% B...80-89% C...70-79% D...58-69% F...below 58)

Grade Categories:

- Assignments (daily) 60%
- Citizenship and Work Habits (weekly) 40%

Absences: All work is posted on Google Classroom. If a student is absent from class, it is expected that the student will make up the work, although there can be exceptions. It's always best to ask about it!