Expectations, Rules, and Requirements	**Career and Technical Education (CATE)**	**"Everyone Can Learn, Therefore Everyone Will Learn"**

Welcome!

This is an overview of the course including management and discipline. The secret of a good student is one that is organized and ready to work hard each day when they walk into the class; **Follows Direction**. It is important that everyone cooperate in creating a learning environment. All class rules can be summarized into five words:

Prompt-Polite-Prepared-Productive-Participate
Prompt: You are expected to be in your seat working on the opening activity when the bell rings. You are officially tardy if you are not inside the class when the bell rings. Please see me if you have any reason for being tardy. A student who arrives more than five minutes after the bell rings, without authorization, will be recorded as absent.
Polite: You are expected to conduct yourself in an appropriate manner for the class. Language you use elsewhere may not be appropriate in this class. Students are expected to exhibit respect for each other. Commenting unfavorably on someone's answer or on someone's work is not acceptable.
Prepared: You are expected to have needed supplies and assignments every day. Be ready when the bell rings. Be responsible to get make-up work when you are absent.
Productive: Everyone can be successful - the choice is yours. It will take all your attention and effort to stay on top of your assignments. The key for doing well in this course will come from your desire to succeed.
Participate: We learn
- ✓ 10% of what we READ
- ✓ 20% of what we HEAR
- ✓ 30% of what we SEE
- ✓ 50% of what we SEE and HEAR
- ✓ 70% of what we DISCUSS
- ✓ 80% of what we EXPERIENCE
- ✓ 95% of what we TEACH OTHERS. *William Glasser*

Grade:
"A" (90% and above)
"B" (80% - 89%)
"C" (75% - 79%)
"D" (70% - 74% possibility of failure)

Computer Science Pre AP 1.15 multiplier
Computer Science AP 1.29 multiplier

Home of the Mavericks

Grade Calculation
The Semester Final Exam Will Count As **20%** Of The Semester Average.
40% (**Effort**) Daily Work & Quiz
30% (**Preparation**) Assignment
30% (**Comprehension**) Project & Test
Inc-means has not been graded by your teacher.
I Hear, And I Forget. I See, And I Remember. I Do, And I Understand. *Chinese Proverb*

Late work policy: Work is considered late if it is not submitted by the time it is due or collected. A **20**% deduction from the total grade earned will be taken on make-up work for unexcused absences. Late work will be accepted until the material has been assessed or within the three-week grading period.

✓ Students will be allowed reasonable time to make up work missed due to an excused absence (one day per day of school missed)
✓ If for some reason a student is not able to finish work in class, work must be completed during the **tutoring** hours **before** the next day
✓ No points will be given for work that is perceived by the teacher as not being **original**; Please see Madison High School Policy of **Academic Honesty** for details

❖ There will be no busy work; All activities will be made as interesting and as relevant to real world problems as possible
❖ When working with a team, each person will enjoy the right to speak in turn without interruption, each person will listen to the speaker's comments and ideas with the same respect that they would like to receive (no teasing, taunting, or put-downs); All are equal when speaking in this format
❖ **Ask Three, Then Me** - Before students get my assistance, I expect them to tell me three ways they tried to find the answer on their own
❖ If you find assignments too boring, too difficult, or just too much, please talk to me about it; My mission is to help each student succeed

Supplies - Notebook; pencils with eraser

NO FOOD-DRINKS-CELL PHONE in class

TUTORING IN ROOM C 28

8:15 AM to 8:45 AM (Tue, Thu, and Friday)
4:05 PM to 4:35 PM (Tuesday and Thursday)

If you have any questions at any time, please email me. I will return your message as soon as possible.

Computer Science Pre AP is an introduction to creating computer software. Learn the building blocks of the stuff that makes your cell phone, computer, and iPod work! You'll be crafting computer programs in the Java programming language. Practice your skills with Lego robots.

Computer Science AP is a more in-depth study of the creation of computer software. Using the Java programming language, you will learn about sophisticated programming techniques. This course will prepare you for the **AP** exam, potentially saving you thousands of dollars in college tuition (and a lot of homework)! *Bonus: This course fulfills the Math requirement for the Fourth Year of **Math**.*

Web Design will change the Internet as you know it. Learn how to create websites from the ground up. Use the software that professional webmasters rely on. Everyone wants a webpage. Be the person they can pay to give them what they want.

Game Programming And Design course provides collaboration opportunities to solve gaming problems with electronic communities. Data analysis will include the identification of task requirements, planning search strategies, and the use of programming concepts to access, analyze and evaluate data to design games.

If you enjoyed your **course**, **Independent Studies** is your chance to learn more.

Mr. Ghaffari
Email RGHAFF@neisd.net
Teacher Web http://mrghaffari.weebly.com

James Madison High School
5005 Stahl Road
San Antonio, Texas 78247
(210) 356-1400