

Computer Math Syllabus

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Room: 216

Note from the teacher: *Welcome to Computer Math. I am so excited to have you in this class. This year we will have a lot of fun as we learn how to use the computer. This course is designed to challenge you to think through problems and to be creative in your solutions. Ask questions and be an active part of the class! My goal is to help you learn as much as you can. If you have problems or need help, please don't hesitate to come see me. I will either help you or find someone else who can help you.*

Course Description: Computer Math is designed to provide a complete course in computer literacy for Mathematics. This class teaches students all the critical software skills for Office 2003 through step-by-step instruction and practical hands-on activities.

General Course Objectives:

By the end of the course, you will be able to

- Operate the computer and the software correctly and efficiently
- Apply basic language arts principles as appropriate
- Create effective visual and verbal presentations
- Use spreadsheets to arrange and present data
- Use and maintain a database

Course Outline:

Word Processing: Model equations, proportional fonts, comparing data, taking chances	Spreadsheets: Time charts, measurements, calculating, formatting, applications, organizing data
Presentation Graphics: Prime factors, geometric shapes, angles, probability, equations, teaching math	Database: Scientific notation, queries, sorting, probability, applications

Requirements and Expectations for the course:

- Attendance:** Arrive to class on time, and promptly report to your seat, ready to begin. Roll will be taken immediately after the tardy bell. Students arriving last must have a note. Students with an unexcused tardy will receive a demerit. **PLEASE NOTE:** All of the activities for this class are completed during class time. It is essential that you be in class. If you must miss a class, it is your responsibility to schedule time **AFTER SCHOOL** to make up the class time.
- Respect:** This course is built on mutual respect. Please do not disrespect the teacher by breaking school rules. Remember to be in your best dress code compliance when you enter room 216 and refrain from eating or drinking in the class room. Please respect the computer equipment in the room. Absolutely no eating or drinking at a computer. Deliberate misuse of a computer will result in disciplinary action. Following the rules has its rewards!
- Blended Learning:** Blended learning exercises provide you with the opportunity to interact with other students to gain knowledge and work through difficult projects. Learning to work with and gain knowledge from other designers is an important step to success.
- Critical Thinking:** You are expected to use critical thinking and creative problem solving to complete exercises and to apply these concepts to the projects you will encounter in your school work and your personal graphic design initiatives.

Materials (to be brought to class every day, with exception of ream of paper)

- Textbook:** *Learning Computers & Technology for Mathematics* by Jennifer Fulton: Prentice Hall (2008) with CD

- Pens (blue or black)
- Pencils
- A notebook with a section for notes, quizzes, and handouts. (including paper)
- 1 ream of copy paper (20# or 24# white) *To be brought in during the 1st week*

Grades:

1st 9 weeks 50%
 2nd 9 weeks 50% the 1st 9 weeks and 2nd 9 weeks grade are combined for your final grade

<i>1st 9 weeks</i>		<i>2nd 9 weeks</i>	
Class Participation	15%	Class Participation	15%
Class work	45%	Class work	45%
Tests & Quizzes	20%	Tests & Quizzes	20%
Midterm Exam	20%	Final Exam	20%

Forms of Evaluation:

- Class participation grades will be based on arriving to class on time and prepared, and participating in class discussions. Everyone begins the 9-weeks with a 100% for this grade. Failure to come to class on time and prepared will result in losing points from this grade. Repeat offenders may be given a retention.
- Class work assignments will be given most days and are to be completed during class time and handed in at the end of class. (some assignments may carry over to several days)
- Quizzes will be given. Most of the time, they will be open notes.
- Tests will be given after each unit of study and/or as deemed necessary.
- A comprehensive mid-term exam will be given which will include written questions and practical activities.
- A comprehensive final exam will test the students' mastery of computer skills as applied to math.

Late work:

- Class work is due at the end of class. Work handed in late will lose 20% the first day it is late, another 10% the second day and after the second day will receive a zero

Absences and Student Responsibility for Make-up Work:

- Work assigned prior to student's absence will be due when the student returns.
- Work assigned during a student's absence will be due on a date agreed upon by the teacher and the student.
- Planned absences (family trips, sports activities, etc.) require the student to inform the teacher in advance and develop a plan for completing all work to be missed.
- Missed tests, quizzes will be made up **after school** on the day after the student returns unless otherwise coordinated with the teacher.
- If you must miss a class, it is your responsibility to schedule time **AFTER SCHOOL** to make up the class time.

PCHS Honor Code

The PCHS Honor code is based on the premise that PCHS students will not cheat, lie, or steal, nor tolerate those who do. Plagiarism means to steal and use the ideas or writings of another as one's own, and thus it will not be tolerated on any written assignments completed inside or outside of the class. In the same light, copying computer assignments completed by another classmate is a violation of the honor code. Written work will be submitted to turnitin.com for detection of plagiarism. During the course, students will hand write "I abide by the Honor Code" on written assignments and tests with a signature following the statement.

Classroom Rules

Mrs. Weser

Room 216

Being in this classroom is a privilege. We all need to be respectful of the equipment in this room:

- Every class will begin at the desks in the center of the room. Please sit in your assigned seat and only move to the computers when instructed to do so.
- The computers are to be used for classroom assignments only. Students not actively working on an assignment for this class are not to sit at a computer.
- No food or drink will be allowed near the computers.
- No games or other programs are to be loaded on the computers.
- Game playing, IMing, playing music, and surfing the internet without instruction to do so during class time will not be tolerated.
- Please leave your bags, jackets and other personal effects at your desk. Only take the items you need to complete the assignment to the computer area.

Consequences:

- First offense: verbal warning
- Second offense: computer will be turned off and student will receive a 0 on the day's assignment
- Third offense: action will be taken to remove student from class

Note: If student loses computer privileges due to misuse of the computers here at school, all missed work for Computer Math class will receive a zero for a grade. **NO EXCEPTIONS!**

