

**COMPUTER PROGRAMMING**  
**SEMESTER 1**  
**COURSE SYLLABUS**  
**Mr. Gilmore**



**COURSE DESCRIPTION**

Students will use programming language to design and create computer programs. They will learn how to create, edit, and save programs; and how to use flowcharting, mathematical expressions, looping, and more. Transition skills, vocational ethics, and workplace skills will be addressed in this course.

*Prerequisites: Successful completion of Computer Applications 1 and 2 or proficiency test.*

**COURSE OBJECTIVES**

**Goal 1: Students will identify and appropriately use key terms associated with programming and Visual Basic.Net.**

- Students will recognize and use programming terms.

**Goal 2: Students will demonstrate skills in designing, developing, testing and implementing programs.**

- Students will demonstrate use of programming tools.
- Students will use programming language to write code.
- Students will demonstrate knowledge of techniques to test and debug programs.
- Students will demonstrate knowledge of techniques to save programs.

**Goal 3: Students will use the Internet to locate, evaluate and collect information for use in programs.**

- Students will demonstrate Internet search skills when researching and collecting information for use in programs and games.
- Students will demonstrate ethics when using information obtained on the Internet.

**TEXT: Microsoft Visual Basic.NET, Introduction to Programming, Second Edition**

**GRADING SCALE:**

93 -- 100%	=	A
86 -- 92%	=	B
78 -- 85%	=	C
70 -- 77%	=	D
0 -- 69%	=	F

**SEMESTER GRADE:**

1 <sup>ST</sup> 9-week average	=	40%
2 <sup>nd</sup> 9-week average	=	40%
Semester Final	=	20%

**SUPPLEMENTARY MATERIALS:**

**Microsoft Visual Basic.NET, Introduction to Programming Workbook  
Additional supplementary activities and games**

**POLICY FOR REDOING WORK**

Students **may** have the opportunity to redo projects to improve the project's performance at the **teacher's discretion**. This stresses the importance of producing a real-world acceptable final product. Students' grades will reflect the quality of the final project.

**EXTRA HELP**

Students may stay after school or come into school early to complete assignments. Students need to schedule the time with the teacher.

**OVERALL GRADING RUBRIC:**

<b>GRADE</b>	<b>PERFORMANCE DESCRIPTORS</b>
<b>A</b>	Work is complete and turned in on time. Work shows beyond a proficient understanding of the material. Student follows all directions. Student voluntarily participates in class often.
<b>B</b>	Work may be complete and turned in on time. Work shows a proficient understanding of the material. Student follows all directions. Student voluntarily participates in class sometimes.
<b>C</b>	Work may be complete and turned in one time. Work shows some understanding of the material. Student may follow directions. Student participates in class when called on by the teacher.
<b>D</b>	Work may be complete and turned in on time. Work shows little understanding of the material. Student may follow directions. Student seldom participates in class even when called on by the teacher.
<b>F</b>	Work is not complete and turned in on time. Work does not demonstrate an understanding of the material. Student does not follow directions. Student never participates in class.