Computer Science
Corporate Classroom Guidelines

Slides by Mr. Bergquist, Sept 2013, Garfield HS Intro to CS and others…

Corporate Classroom Expectations

- This is an Occupational Education (CTE) class which includes:

  - The Goal to help students develop solid **workplace skills**
  - Higher expectations of **professional behavior** and **independent effort**
  - **Leadership roles and team cooperation**
  - Follow our Professional Classroom Standards, Procedures and Garfield Rules…

Defining our Guidelines

- Garfield Student Handbook
- Updates for our Corporate Classroom
  - Considerations for Teamwork
  - Using technology in our class
  - Others…

- **Let's discuss what is appropriate & Why**

Our Four Professional Classroom Standards

1. **Respect:** respect and encourage fellow students, yourself, and the teacher, allowing us to benefit from all our contributions.

2. **Safety:** always act safely, follow safety procedures, and help others to act the safest; the limb you save may be your own.

3. **Learning:** participate in the learning process by listening to, suggesting and trying out new ideas.

4. **Teamwork:** assist other by sharing your skills cooperatively to help everyone succeed.

These follow the "RULES FOR SUCCESS" in your Student Handbook

Start of class…
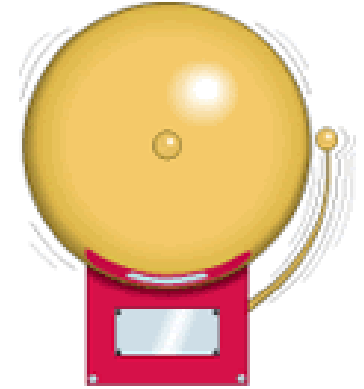
- Where should you be?
- What do you need to have?
- What should you do?

- Keep a Journal/Notebook for this class. Use it to refer back to your ideas and refinements.

During Presentations?

- How do you want the class to behave when YOU are up front presenting?
- What is Respectful behavior?

- So what should you do if:
  - Have a question?
  - You need to throw away something?
  - Use the bathroom?

Bathroom & Hall pass Policy?

- What is appropriate?
- Special rules during first & last 10 minutes of class?

- In case there is a fire, Mr. Bergquist needs to know who is out of the classroom.
- So you are required to write down your name, time you leave, and when you return when using the hall pass.
- Consequences if you do not??

Cell phone & Electronics Policy:

- Student Handbook policy…
- How should we adapt this for our class?
    - For an emergency?
    - When using tablets & phones?

- Class consequences if you don't follow the policy?

In the Computer Lab

- **No Food of any kind, even candy.** No one wants to use a greasy or sticky keyboard or mouse.
- **Only water** in capped bottles allowed. We need to protect the computers and keep them dry.

- Please keep your food in your backpack or lunch sack.

Food in the Classroom

• **No eating at our class tables**. No one wants to sit at a greasy or sticky table.

• Need to eat? Use our "Breakfast Club" tables near the door.

• But make sure that you are **paying attention to class** and only there for a short period, it is not an excuse for not participating in class activities and will increase you odds of being called on.

Missing Class & Tardies

• Most all our lessons & class work build on each other, so any absence, excused or not, **need work to be made up** as soon as possible.

• **Team work requires that you are present to participate.** Your team will move on if you are out, and you may miss opportunities (and points) along the way.

• **Plan ahead** if you are going to be out.

Three Garfield Requirements:

• Always follow the **Student Network Use Agreement** when using the computers, especially during class.

• If your grade drops **below a C**, your parents/guardians will be receive a call.

• Follow our **Ethics Policy** – only turn in your own work, especially on individual projects.

Your Cla$$room Pay Check

$ **Attendance** – you have to show up to work to earn your pay

$ **Do you job** – focus on what is your assigned task, your classroom assignment or project.

$ **Respect & Cooperate** with your team – all our class members, help each other, too!

$ **Do your very best!**

How you will be paid…

Your Grade

(Percentages are for Intro to CS)

$ **35% - Daily Class Work**

   $ Worksheets, reflections and "warm up exercises"

   $ Attendance, **focus**, team work, respect, leadership and **participation**

$ **40% - Projects**

   $ **Applying** all we learn to demonstrate new skills

   $ Primarily in-class, so attendance contributes.

$ **25% - Quizzes and Tests**

   $ Demonstrate long-term retention of essential content and application of new skills

Our Class Guidelines:

- Can be found online at: http://www.garfieldcs.com/wordpress/wordpress/wp-content/uploads/2012/09/Computer-Science-Classroom-Guidelines.pdf

- Note the Escalation Process. It is designed to help students correct their behavior.