CSC 20S Class Syllabus

Class: Computer Science
Grade: 20S
Room: 202
Teacher: Ms. Giardino
Website: http://agiardinosclassroom.weebly.com/

A. DESCRIPTION

Computer Science is a course that teaches students the important functions of a computer, how to program in Java, design a Raspberry pi creation and more!

Learning Java will be a main focus because its one of the top computer language in the world. A person knowledgeable in java can generally pick up other top rated languages such as C or C++ without too much difficulty. Computer science and the related area information technology (IT) form the single largest job market with one of the highest pay rates of the science, technology, engineering, and math (STEM) disciplines While a student may never work as a computer professional, he or she is very likely to work with one.

B. COURSE OBJECTIVES

• Knowledge: Students need will know facts, concepts, principles, and generalizations. The knowledge learned in computer science includes the vocabulary and function of computer hardware, the vocabulary and syntax of computer-programming languages, programming standards and conventions, project management practices, health and safety issues, and career information.

• Skills and Strategies: Students will to know and apply processes and strategies in developing skills. The skills include problem solving, critical thinking, metacognition, communication, and teamwork.

• Attitudes: Students will to develop attitudes and habits that include setting goals, thinking strategically in approaching a task, considering personal health and safety, acting ethically and morally, and reflecting on their own performance

C. COURSE TOPICS

- Software & Hardware Basics
- Algorithms
- JavaScript
- Coding
- Raspberry pi

D. Grading

- Productivity (homework, participation) **10%**
- Assignments **30%**
- Tests **30%**
- Final Project **30%**

DRF10G Class Syllabus

Class: Intro: Drafting Design
Grade: 10G
Teacher: Ms. Giardino
Room: 139
Website: http://agiardinosclassroom.weebly.com/

A. DESCRIPTION
This course involves student's applying drafting skills as a tool of technical communication to create and understand engineering sketches and blueprints via AutoCAD. Emphases are on development of basic drafting skills, visualization, and solution of spatial problems.

B. COURSE OBJECTIVES
Design Drafting prepare students for entry-level employment in architecture, engineering, and manufacturing companies or for further education at college or university in drafting technology, architecture, interior design, landscape architecture, urban design, or mechanical, civil, aerospace, chemical, biological, environmental, or electrical engineering. Through this class students will be able to:

- Visualize the relationship between drawings and the objects they represent
- Visualize the relationship between components and assemblies
- Develop and prepare design sketches
- Develop and prepare designs and technical drawings
- Operate computer-assisted design and drafting (CADD)
- Apply aesthetics to design

C. COURSE TOPICS
- Spatial perspectives
- Freehand sketching
- Principles of design
- Drafting architectural/engineering basics
- manufacturing materials

D. Grading

- Productivity (homework, participation) **10%**
- Assignments **30%**
- Tests **30%**
- Final Project **30%**

SOS 10F Class Syllabus

Class: Social Studies
Grade: 10F
Teacher: Ms. Giardino
Room: 225
Website: http://agiardinosclassroom.weebly.com/

A. DESCRIPTION

Grade 9 Social Studies provide students with an opportunity to analyze the relationship between Canada's political and legislative processes and their impact on issues pertaining to governance, rights, citizenship and identity. Students will also explore issues of economics and their impact on quality of life, citizenship and identity in Canada and the United States.

B. COURSE OBJECTIVES

- Acquire knowledge and understanding of Canadian history and geography
- Appreciate the achievements of previous generations whose efforts contributed to the building of Canada
- Critically understand Canadian political structures and processes and the institutions of Canadian society
- Fulfill their responsibilities and understand their rights as Canadian citizens
- Understand and respect the principles of Canadian democracy, including social justice, federalism, Bilingualism, and pluralism

C. COURSE TOPICS

- Diversity and Pluralism in Canada
- Democracy and Governance in Canada
- Canada in the Global Context
- Canada: Opportunities and Challenges

D. Grading

- Productivity (homework, participation) **10%**
- Assignments **30%**
- Tests **30%**
- Final Project **30%**

Multimedia Shop Class Syllabus

Class: Multimedia Shop
Class: 6,7,8
Teacher: Ms. Giardino
Room: 139
Website: http://agiardinosclassroom.weebly.com/

A. DESCRIPTION
Multimedia provides students a hands-on experience with current technology in the marketplace and its application in information technology. A wide range of current hardware and software will be explored. Students will use their creativity and skills to create and edit interactive multimedia presentations, digital images, sound, and movies, and will be introduced to animation and web pages. The knowledge and skills acquired in this class will enable students to successfully perform and interact in today's technology-driven society.

B. COURSE OBJECTIVES
- Students will develop an understanding of technology as well as how to make informed choices as to which technology best fits a particular need.
- Students will understand the principles and elements of design as well as how to apply them to create media that's visually literate.
- Students will understand the importance of ethics as well as how technology affects our society.
- Students will use technology to communicate with various audiences.
- Students will critically evaluate and learn new technology taking into account the design process.

C. COURSE TOPICS
- Principles and elements of design
- Logos, signs and symbols
- Graphic design
- Websites, Blogs and Podcast
- Social Media Marketing
- Video production

D. Grading
Productivity (homework, participation) **10%**
Assignments **30%**
Tests **30%**
Final Project **30%**

Ms. Giardino's Rules and Expectations

CLASSROOM RULES & PROCEDURES

1. Cell phones should be turned off during class time & left in backpack or purse.

2. No food, drinks, candy etc. are allowed in the lab. Water is allowed if it is in a capped bottle.

3. Work stations are to be left in an orderly fashion each day.

4. Do not share your computer password and other accounts with another student.

5. Do not disconnect, switch, add, or remove peripherals (keyboards, mice, etc.) from computer.

6. No playing of games on the internet during class.

7. Web sites visited, music, photographs, video, or anything brought to class or viewed during class may not contain profanity, vulgarity, lewdness, risky behavior, inappropriate attire, or offensive subject matter. All must have a "G" rating, be school appropriate, and meet the school's dress code.

8. Students may not participate in text messaging, emailing, twittering, internet chatting or going to Facebook during class time.

CLASS EXPECTATIONS AND STANDARDS

1. Respect is to be shown towards teachers, staff, fellow classmates, and school property.

2. Be prepared for class by: showing up on time, having work completed, having books and writing utensils, and being ready to work for the full 65 minutes of class. Showing up unprepared will not be tolerated.

3. Take responsibility for your work, your attitude, and your behaviour. If you are confronted about a rule infraction, own up to it. Don't deny it, lie about it, or blame someone else.
Take responsibility for your work, your attitude, and your behaviour.
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All handbook rules will be enforced. Please read your handbook.