

Technology Mastery II

Mr. Edmund Misiakiewicz. – Instructor

This course is designed to expand and deepen each student's knowledge of computers. This will be a much more in depth study of how computers and software work. It will also delve into the basics required for many technology centric career opportunities from graphic design, 3D engineering programs, website creation and basic computer programming. This course is significantly more demanding, skill level wise, than Technology Mastery I; but it also offers more exposure to a future in the field of technology.

COURSE GOALS AND OBJECTIVES

- A. To provide a base working knowledge for how various design software works (both 3D and 2D).
- B. To teach students about the various computer code languages and how to use and implement them.
- C. To have students create new and exciting things through various software programs and applications.
- D. For students to have a firm understanding of how to apply technology in their future careers, both educational and professional.

GRADING

Grades in this class will be determined based on the following:

1. PROJECTS with provided requirements
2. Homework, class work, outside assignments, handouts, worksheets, etc.
3. Quizzes (expected and unexpected!!)
4. TESTS- objective and/or essay
5. Pre-Arranged EXTRA CREDIT (*Only* if ALL other work is COMPLETED!)

Every assignment will be assigned a *POINT VALUE*. Points will accumulate over the course of the quarter, then **TOTALED** prior to the end of the grading period. Points **ACCUMULATED** will be *divided* by the **TOTAL AMOUNT OF POINTS GIVEN**, and your grade will then be evaluated as follows, per the Lima Central Catholic student handbook:

| | | | |
|---------|--------------|----|--------------|
| A+ | 100% | C+ | 82.99% - 80% |
| A | 99.99% - 95% | C | 79.99% - 77% |
| A- | 94.99% - 92% | C- | 76.99% - 74% |
| B+ | 91.99% - 89% | D+ | 73.99% - 71% |
| B | 88.99% - 86% | D | 70.99% - 68% |
| B- | 85.99% - 83% | D- | 67.99% - 66% |
| F < 66% | | | |

CLASS ROOM RULES

1. Be **ON TIME** daily with your passwords, logins, and any due assignments.
2. Do not eat or drink in the computer lab under any circumstances.
3. **RESPECT** and *appropriate* classroom behavior is **imperative!!**
 - a. Photography of any kind, is not permitted. Audio recording to aid in note taking is acceptable, but video or picture recording will result in a detention.
 - b. Games and Internet distractions (facebook, instagram, twitter) are strictly prohibited and will lead to an immediate detention.
 - c. Distracting smartphones and other personal electronic devices (iPod Touch, Discman, Smart Watches, etc.) are to remain in each student's locker during school hours (unless it is lunch time). **If any are seen, they will be confiscated and given to the school secretary.**
4. Strict adherence to the classroom expectations and student conduct code is expected.

Any deviations will be dealt with in the following manner:

| | |
|-------------------|-------------------------|
| First infraction | Verbal Warning |
| Second infraction | Demerit |
| Third infraction | Detention Assigned |
| Fourth infraction | Administrative referral |

More severe infractions may be accelerated in punishments at instructor's discretion.

****PLEASE NOTE THE FOLLOWING...***

LATE work WILL NOT be accepted, unless there is an EXCUSED absence, or PRIOR arrangements have been discussed!!

I, _____ have read, understand and accept what has been stated in the course syllabus.
(Print Student's Name)

_____ STUDENT SIGNATURE DATE _____

_____ PARENT SIGNATURE DATE _____