

Instructor: Mr. Montana
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Course Description

In this course you will learn to think computationally and to write computer code using the Python 3 programming language. Python is easy to learn and fun to use. Python ranks as the top programming language to learn coding and is considered by experts to be one of the top few programming languages for real-world projects. It is extremely versatile. In Coding for OOP, you will start with the basics of programming and advance to Object Oriented Programming, preparing you for more advanced programming courses. The problem-solving skills you acquire and the tools you learn will help you in other endeavors, both now and in the future.

Text

How to Think Like a Computer Scientist: Interactive Edition, Brad Miller & David Ranum
Python Programming: An Introduction to Computer Science, John Zelle

Required Materials

Laptop
Pencil & eraser
Paper

Grading Policy

A points system (as opposed to percentages) is used for scoring. Each assignment is worth a number of points relative to the level of assignment and number of elements in the assignment.

Competency Statement

Learning a programming language is progressive. The ability to correctly use later concepts depends on competency with earlier concepts. Timeframes are given with assignments to help students with pacing. However, absolute deadlines are not imposed. I am interested in steady progression throughout the course. The expectation is for students to do their best work in a timely fashion.

Cheating/Plagiarism:

Cheating and/or any form of plagiarism will not be tolerated and will result in appropriate disciplinary action. Copying off of your own past projects (anything completed before the start of this course) can be a form of plagiarism if not cited, and it will not be tolerated.

iMpacT Instructor Expectations for Students

- Be respectful of self, peers, school faculty and staff, technology, school spaces.
- Demonstrate **attentiveness** daily and **collaborate** effectively with peers.
- Exhibit **personal responsibility** in all aspects: self, technological use, materials, time.
- Demonstrate **tenacity** in solving problems with coding.
- Be **independent** in and out of class, and communicate efficiently. Student is patient but genuine and considers time management regarding deadlines and in needing aid.

Classroom Procedures

Independence & Attentiveness

- There is to be no food or drink in the computer lab at any time. You may have water bottle (with a lid) – containing water only – in the computer lab.
- Book bags should remain tucked under the middle of the tables at all times.
- Time outside of this class will be necessary in order to complete assignments in a timely manner. Please expect to be spending some time coding outside of class. The time required for coding assignments is different for everyone. Start early!