**School Hours**

8:00 – 4:00

**School Website**

https://www.paulding.k12.ga.us/domain/570

**Bell Schedule**

8:15 - 8:45 – Homeroom

8:45 - 9:27 LIVE

9:30 - 10:10 1st Period

10:13 – 10:53 2nd Period

12:00 – 12:41 3rd Period

12:44 – 1:26 4th Period

2:07 - 2:47 5th Period

2:50 - 3:30 6th Period

3:30 End of School Day

Dismissal by Announcements Only

Students have 3 min to get to next class.

**About Mrs. Graves**

Greetings!!! I am a native of Alabama. I worked in Corporate America for over 15 years before deciding that I wanted to educate young minds. I hold a B.S. in Business Administration/Logistics from Alabama A&M University, M.Ed. in Curriculum and Instruction, and a M.A.T. in Business Education from the University of West Georgia. I am married with 2 children. In my spare time I enjoy painting, shopping, and spending time with family and friends.

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**How can You Help**

As a parent, I realize you have a lot on your plate as do teachers. We both have the same goal regarding your student, we want what is best for him or her. The more we work together the more successful your student will be.

**WELCOME**

**TO**

**Computer Science**

What Parents Need to Know

Moses Middle School

*Mrs. Graves*

*Room #607*

*Phone: (770)443-8727 x 27607*

*Email:*

*Sgraves@paulding.k12.ga.us*

**Description of the Course**

Computer Science Discoveries (CS Discoveries) is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun.

**CSD Unit 1 - Problem Solving and Computing**

In Unit 1, you’ll practice using a problem-solving process to address a series of puzzles, challenges, and real-world scenarios. You will also learn how computers input, output, store, and process information to help humans solve problems.

**CSD Unit 2 - Web Development**

In Unit 2, you will learn how to create and share the content on your own web pages.

**CSD Unit 3 - Interactive Animations and Games**

In Unit 3, you will build on your coding experience as you program animations, interactive art, and games in Game Lab.

**CSD Unit 4 - The Design Process**

Unit 4 introduces the broader social impacts of computing. Through a series of design challenges, you will learn how to better understand the needs of others while developing a solution to a problem.

**CSD Unit 5 - Data and Society**

Unit 5 is about the importance of data in solving problems and highlights how computers can help in this process.

**CSD Unit 6 - Physical Computing**

Unit 6 explores the role of hardware platforms in computing and how different sensors can provide more effective input and output than the traditional keyboard, mouse, and monitor.

**Grading Policy**

**Grading Scale:**

**A** = 90 to 100 **B** = 80 to 89

**C** = 71 to 79 **F** = Below 70

**Weekly Test Schedule**

Students will be assessed upon completion of each CS Discovery Unit.

**Supplies Needed Daily**

No supplies needed. All work will be completed on the computer.

**Behavior Expectations**

1.    Be punctual, prepared, with all supplies and assignments.

2.    No cell phones, electronic devices, food, gum, candy, or beverages allowed in class.

3.    Harassing nor Bullying will NOT be tolerated.

4.    Be polite and respectful – this is non-negotiable!

5.    Follow Teacher directions always.

**Consequences**

1st Consequence – Verbal warning

2nd Consequence – Private conversation with the student

3rd Consequence – Call home to Parents by teacher or student

4th Consequence – Referral to Administrator