Grupo: _____

/ Alumno: _____

Firma _____

Nombre _____

ENTERADO
Padre o tutor: _____

COURSE PROGRAM

INFORMATION AND COMMUNICATION TECHNOLOGY 2 – (032) – CREDITS: 2

SECOND SEMESTER

SESSIONS PER WEEK: 3 (2 IN LAB 1 IN HOMEROOM) the teacher will indicate when the ICT lab is available, otherwise the classes will be taken in the classroom.
PROGRAMMED DAYS OFF: Feb 06; Mar 20; Holy Week Apr 10- 21; May 01, 05, 15
TOTAL AMOUNT OF SESSIONS IN THE SEMESTER (approximately): 48

ATTENDANCE

- TOTAL AMOUNT OF PERMITTED ABSENCES: 9 (each missed session is an absence). Being late to class counts as half an absence. Teacher may restrict from entering to classroom when tardy. Students must turn in the official justification note to cancel absence counting. Any missing work must be turned in as soon as possible. Classes taken on first period have 15 minute tardy excuse as long as it is not on a regular basis.

EXPECTANCIES:

1. Use English as the language of communication in class.
2. In every case, all students must respectfully address themselves to teachers, fellow students and staff members.
3. For electronic communication, students must have a personal email account known by the teacher. The student must notify immediately if the account has been changed. Messages through this mean must be written in English. All electronic projects must be sent to **chdzpruneda@gmail.com**, otherwise, mails will be deleted without notice.
4. This course requires the use of a programming simulator. This application will be distributed among all students for them to install it in their personal computers before Stage 2 initiates.
5. For this semester, NEXUS will be used as the organization and delivery tool for all (or most) activities. Students must wait until the teacher indicates when the course will be available for their use. Meanwhile, all students must keep their activities at hand for the date to be uploaded.
6. It's mandatory that all students clearly identify their messages and projects. By rule, all messages must have a subject comprised of the group number, last names and topic. For example, Juan Rodríguez González from group 255 who sends Stage 4 Activity 3 will state **255-RodriguezGonzalez-Stage4Activity3 as** subject to the message. This same structure must be followed when naming files.
7. Always verify that files are properly attached to the message and that files are sent according to the specifications given in the activity instructions.
8. In case of team projects, each member of the team must have a copy of activity. In case it's delivered by mail, the message subject can only include the sender's information, whereas all members of the team must be listed on the message section and on the attached document as well. In every case, all members must be included on the identification section of the document.
9. The student must keep all electronic messages in their inbox or platform in case some issues have to be cleared. Also, he must keep a file with all the work evidence done during the course.
10. Students must bring all their personal reading and writing supplies to class. Include a pair of earplugs.
11. It is required that all evidences fulfill the basic identification, quality, means of delivery and due date criteria.
12. Use Microsoft applications. Use cloud file and drives (OneDrive, Dropbox, Google Drive) **ONLY** when required.
13. All cellphones must be off or in silence mode during the class.
14. All students must visibly carry their id cards.
15. Students must keep from copying their work from someone else. If cheating is suspected, it will have a final value of 1.

CONTENT STRUCTURE:

- GENERAL COMPETENCES OF THE COURSE
  Review the student's Learning Guide for further reference on competences, attributes, traits to be fulfilled during the course (pp. 17-18).
- STAGES:

STAGE 1: PROGRAMMING PROCESS

1. Defines concepts: programming, programming language and program.
2. Defines and identifies the stages and steps of the programming process.
3. Identifies types of data and operators, types of algorithms, flowchart blocks.
4. Relates algorithms and flowcharts.
5. Solves real life situations making use of the programming process.

STAGE 2: GRAPHICAL ENVIRONMENT OF KAREL THE ROBOT

1. Identifies the main parts of the application's interface.
2. Creates Worlds for Karel the robot.
3. Identifies Karel's sensors.

STAGE 3: KAREL THE ROBOT BASIC PROGRAMMING

1. Develops written programs using basic commands (move, putbeeper, pickbeeper, turnleft, turnoff).
2. Follows procedure to create a world, enter code, execute a program and debug a program.

STAGE 4: KAREL THE ROBOT ADVANCED PROGRAMMING

1. Develops more complex programs using advanced commands (iterate, sensors, conditionals –if and While-) .

EVALUATION STRUCTURE

- **FIRST OPPORTUNITY**

	%	ITEMS	EXAM DATE	REQUIREMENTS
1st partial exam	10%	Stage 1: Program, Programming, Programming language, Programming process, data types, operators, algorithm, flowchart blocks.	Feb-21-2017	Book and indicated documents.
2nd partial exam	10%	Stages 2 and 3: Karel's application working environment and the basic commands (move(), turnleft(), pickbeeper(), putbeeper() and sensors.	Apr-04-2017	Book and indicated documents.
Global exam	20%	Previous items PLUS Special commands (iterate, if, while) and how to use of sensors.	May 31, 2017	Book and indicated documents.
PORTFOLIO **Due date:** **May 08-12, 2017** **No extension.**	60%	Stage 1: Activities 15% Stage 2: Activities 15% Stage 3: Activities 15% Stage 4: Activities 15%		
	100%			

- **SECOND OPPORTUNITY**
  EXAM: 40% | PORTFOLIO 60% **(THIS MIGHT CHANGE)**
  Due date: June 12, 2015 **NO EXTENSION**.
  This portfolio will comprise a general activity for each failed stage.

** All dates are subject to be changed if needed.

	Mon	Tue	Wed	Thu	Fri
M5					201
M6		**201**			
M7		**201**			
V1				230	**230**
V2					**230**
V3					
V4	220		**220**		
V5			**220**	**210**	
V6		210		**210**	