

Intro to Coding Syllabus

Instructor

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Course Overview

This course will brief students on coding/computer programming in a visual style, along with machine and traditional languages such as Java and HTML

I would rather communicate through our class Google Classroom or school email below

Required

School Google account, school-issued chromebook or mac

CSFirst, possible Code Sooner and Applied Digital Skills accounts (free)

Office Location

HS, CPU Room

Course Materials

See above

Office Hours

2nd hour (8:55-9:45)

Course Schedule

Units	Subject	Projects
Welcome to CSFirst	Familiarity and Intro	Motion, Animation, Interaction
Music and Sound	Sounds	Motion, Animation, Sounds
Friends	Storylines, input/output, conditionals	If/then, text games, story, memory
Fashion & Design	Stylist tools; pattern-makers	Innovation, polls, awards
Art	Animations, interactive artwork; filters	Paint, architecture, digital graffiti
Characterization, Dialogue, Interactive Presentation	Characterization, Dialogue, Interactive Presentation	Characterization, Dialogue, Interactive Presentation
Narration & Figurative Language	Narration & Figurative Language	Narration & Figurative Language
Offline and Hero Code	Unplugged Concepts, Superhero Creativity	Offline and Hero Code
Pitch Your Passion and Unusual Discovery	Pitch a Project you have strong feelings about; Finishing a story	Pitch Your Passion, PSA, and Unusual Discovery

Animate a Name; Logo Design	Animated letters & Sound; Design	Animate a Name; Logo Design for Valentine's & Earth Day
Adventure Story; Coding Adventure	Animated Storytelling; Collaboration	Adventure Story; Coding Adventure Collaboration
Sports	Extreme Sports Simulation, Commercials, Celebrations, and Commentary	Sports Interviews, Celebrations, Commercials, Commentary
Storytelling	Creativity, Uniqueness, Interaction	Dialogue; Settings; Premise; Innovative Narratives
Video Game Design	Launching, Racing, Platforms	Maze, Escape, Quest, Racing, etc.

Exam Schedule

Test	Subject	
Semester 1	Project-based design & implementation	15% of semester grade
Semester 2	Java, HTML	15% of semester grade

Homework Policy

Projects need to be done at the end of each week. Partial credit for up to 3 days late. Day for a Day for absences.