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Course Overview and Goals: The CodeHS AP Java course is a year-long course designed to help students master the basics of Java and equip them to successfully pass the College Board AP Computer Science A Exam at the end of the school year. All learning materials and resources teachers and students need for a

successful year-long AP Java course can be found on the CodeHS website.

Learning Environment: The course utilizes a blended classroom approach. The content is fully web-based, with students writing and running code in the browser. Teachers utilize tools and resources provided by CodeHS to leverage time in the classroom and give focused 1-on-1 attention to students. Each unit of the course is broken down into lessons. Lessons consist of video tutorials, short quizzes, example programs to explore, and written programming exercises, adding up to over 100 hours of hands-on programming practice in total. Several units have free response questions that have students consider the applications of programming and incorporate examples from their own lives.

Programming Environment: Students write and run Java programs in the browser using the CodeHS editor.

Quizzes: At the end of each unit, students take a summative multiple choice unit quiz in the style of the AP Exam that assesses their knowledge of the Java concepts covered in the unit. Included in each lesson is a formative short multiple choice quiz. The course also provides an AP Test Practice unit with a cumulative AP Practice Multiple Choice Test and several Free Response questions.

More information: Browse the content of this course at https://codehs.com/course/53

Course Breakdown:

Unit 1: Introduction to Programming in Java with Karel the Dog (3 weeks)

Browse the full content of this unit at https://codehs.com/library/course/53/module/126

Unit 2: Basic Java (9 weeks)

Browse the full content of this unit at https://codehs.com/library/course/53/module/127

Unit 3: Methods (3 weeks)

Browse the full content of this unit at https://codehs.com/library/course/53/module/128

<u>Unit 4: Classes and Object Oriented Programming (6 weeks)</u>

Browse the full content of this unit at https://codehs.com/library/course/53/module/277

Unit 5: Data Structures (6 weeks)

Browse the full content of this unit at https://codehs.com/library/course/53/module/278

Unit 6: Algorithms and Recursion (3 weeks)

Browse the full content of this unit at https://codehs.com/library/course/53/module/279

Unit 7: AP Test Practice (3 weeks)

Browse the full content of this unit at https://codehs.com/library/course/53/module/280

Unit 8: Final Project (3 weeks)

Browse the full content of this unit at https://codehs.com/library/course/53/module/639

★ Students agree that by taking this course all required papers may be subject to submission for textual similarity review to Turnitin.com for the detection of plagiarism. All submitted papers will be included as source documents in the Turnitin.com reference database solely for the purpose of detecting plagiarism of such papers. Use of the Turnitin.com service is subject to the Usage Policy posted on the Turnitin.com site.

Grades:

- Grades will comprise points earned through daily assignments, tests, quizzes, essays, and presentations: A = 100 90%, B = 89 80%, C = 79 70%, D = 69 60%, and F = 59% and below.
- Any student who wishes to discuss a grade must make an appointment before school, after school, or during Bruin Time; class time will not be used to discuss individual grades.

Late Work / Extra Credit Policy:

- No late homework accepted for full credit.
- Late homework will only be accepted for half credit to raise a student's grade to passing.
- All major assignments are due on the due date—if you are sick or on vacation, leave work in my box, or e-mail it to me by 3:00 that day.
- Extra credit will be offered. You may earn up to 3 extra credit percentage points per semester.

Absences

You are responsible for everything that happens in the classroom whether you are present or absent. If you have questions about what you have missed, please make an appointment to see me (before school, lunch, or Bruin Time). You have as many days to make up the assignment as days missed (this does not include major assignments which are due on the date assigned).

Classroom Rules

- You will show the proper respect to all the people, equipment, furnishings, and ideas in Mr. Kerr's classroom.
- At the time that class is scheduled to begin, you will be in your seat, prepared for the day, working and ready to learn.
- You will follow directions the first time they are given.
- You will observe all the rules in the student handbook.

Classroom Management Policies:

Infraction	Rationale	Consequences
Missing Assignments	Missing assignments are a major obstacle to academic success at BRHS. Most students who receive "D" or "F" grades do so because they have not completed assigned work.	When missing assignments begin to negatively impact students' grades, students will be assigned Bruin Time (BT) in my classroom. Students should use the time to complete missing assignments, and must submit all work accomplished in Bruin Time to the teacher in charge.
Cheating/Plagiarism	Cheating will not be tolerated. Cheating interferes with a student's own learning, but it is also unfair to other students who work hard to do well in school.	Referral and/or suspension from class; zero points on assignment for all students involved.
Tardies	Tardies are extremely disruptive not only to the late student, but also to the entire class.	3 class tardies (unexcused) will result in 1 hour after school detention.
Forgetting Materials	It is impossible for students to learn if they do not have the materials necessary to do so—paper, pens, books, etc. It is not fair to rely on fellow classmates for materials, nor is it the responsibility of teachers to provide them.	Each teacher will designate a fixed number of points for Classroom Participation Points , and students will automatically be given these points at the beginning of each semester (i.e., 50 points). Forgetting materials (and other infractions) will result in the subtraction of some of these points from the student (i.e., -5 for no book).
Cell phones/electronic devices	Students must focus wholly on classroom activities and	Phone/device confiscated and sent to Assistant Principal; possible

	instruction. This focus is virtually impossible with the distractions/disruptions cell phones, etc. cause.	reduction in Class Participation Points.
Defiance/Disrespect	Students must treat the teacher and each other with the utmost respect.	Possible referral to Assistant Principal; possible reduction from Class Participation Points.
Cutting Class	Unexcused absences automatically reduce a student's grades.	No credit or makeup work is possible after a cut and students will be referred to Assistant Principal.
Destruction of School Property (books, desks, computers, etc.)	Care and diligence are required when using school-provided materials. Destruction of such materials creates myriad problems for teachers and future students.	Possible referral; compensation may be required; reduction from Classroom Participation Points.
Food and Drink	Food and drink tend to create unnecessary distractions to the learning process and can damage school property.	Possible reduction from Classroom Participation Points; individual teacher discretion.