# *Ola High School*

## HIGH SCHOOL COURSE SYLLABUS

**COURSE TITLE** ...........**Introduction to Software Technology** TERM ........................2024-2025

**TEACHER** ...................Richard Hudnut                    ROOM #.......................405

| Email Address<br>Teacher Web Page | [rhudnut@henry.k12.ga.us](mailto:rhudnut@henry.k12.ga.us)  \|  [http://schoolwires.henry.k12.ga.us/Domain/4976](http://schoolwires.henry.k12.ga.us/Domain/4976) |
|---|---|
| Teacher Support | Help sessions are available after school by appointment |

## COURSE DESCRIPTION

Introduction to Software Technology is the foundational course for:
Cloud Computing, Computer Science, Game Design, Internet of Things, Programming, Web and Digital Design, and Web Development pathways.

This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. Exposure to foundational knowledge in programming languages, software development, app creation, and user interfacing applications are all taught in a computer lab with hands-on activities and project-focused tasks.

Students will not only understand the concepts but apply their knowledge to situations and defend their actions, decisions, and/or choices through the knowledge and skills acquired in this course. Employability skills are integrated into activities, tasks, and projects throughout the course standards to demonstrate the skills required by business and industry. Competencies in the co-curricular student organizations are integral components of both the employability skills standards and content standards for this course. Various forms of technologies will be highlighted to expose students to the emerging technologies impacting the digital world. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are taught in this course as a foundational knowledge to prepare students to be college and career ready. The knowledge and skills taught in this course build upon each other to form a comprehensive introduction to the digital world.

## COURSE CURRICULUM CONTENT

| COURSE STANDARDS | UNITS/TOPICS |
|---|---|
| IT-IST-1    Demonstrate employability skills required by business and industry.<br><br>IT-IST-2   Establish a personal online career portfolio and begin uploading relevant artifacts.<br><br>IT-IST-3   Explore, research, and present findings on positions and career paths in technology and the impact of technology on chosen career area.<br><br>IT-IDT-4   Demonstrate effective professional communication skills (oral, written, and digital) and practices that enable positive relationships with all audiences of a business.<br><br>IT-IST-5   Identify, describe, evaluate, and use appropriate technology for given situations.<br><br>IT-IST-6   Understand, communicate, and adapt to a digital world.<br><br>IT-IST-7   Use computational thinking procedures to analyze and solve problems.<br><br>IT-IST-8   Create and organize webpages through the use of a variety of web programming design tools.<br><br>IT-IST-9    Identify and explain the building blocks, principles, and ways to access code within programming languages used today.<br><br>IT-IST-10   Design, develop, test, and implement programs using high-level programming languages.<br><br>IT-IST-11   Describe, analyze, develop, and follow policies for managing ethical and legal issues in the business world and in a                 technology-based society.<br><br>IT-IST-12  Explore how related student organizations are integral parts of career and technology education courses<br><br>through leadership development, school and community service projects, entrepreneurship development, and competitive events. | 1.  TSA – leadership development, community service, and employability skills<br><br>2.  Digital and Emerging Tech<br><br>3.  Digital Citizenship<br><br>4.  Computer Components<br><br>5.  Software<br><br>6.  Programming<br><br>7.  Web Design<br><br>8.  Information Technology Careers:  Network Systems, Information Support & Services, and Web & Digital Communications, Computer Forensics<br><br><br>** *Units/Topics listed are not necessarily in order of delivery* |

# INSTRUCTIONAL MATERIALS AND SUPPLIES

| Instructional Supplies |
| --- |
| paper, pen or pencil, headphones |

# EVALUATION AND GRADING

| Assignments | Grade Weights | | Grading Scale | |
| --- | --- | --- | --- | --- |
| Classwork & Homework<br>Projects<br>Unit Tests<br>Quizzes<br>Final Exam | Class: Assessments<br>    Daily Work, Quizzes | 40% | A: | 90 and above |
| | Summative: Assessment<br>    Projects, Unit Tests | 40% | B: | 80 – 89 |
| | | | C: | 74 – 79 |
| | **Class Work** | **80%** | D: | 70 – 73 |
| | | | F: | 69 or below |
| | Final Exam | **20%** | | |

# OTHER INFORMATION

| Expectations for Academic Success | Additional Requirements/Resources |
| --- | --- |
| 1) Complete daily classwork assignments<br>2) Participate in class discussions and ask questions<br>3) Participate constructively as a team member<br>4) Problem solve and accept challenges<br>5) Challenge yourself to continuously improve | • Acceptable Computer Use Policy<br>• Tutoring Available<br>• Various online accounts for participation |

## Employability Skills:

All classes within the pathway stress the importance of students learning and demonstrating appropriate and professional behavior. We refer to these intangible traits as "employability skills". Students are provided more freedom to perform work and learn in teams in and outside the traditional classroom, but they are also held to a higher standard when it comes to behavior. Examples of unacceptable behavior that will result in discipline action include but are not limited to:

✦ MISUSE OR USE OF CELL PHONE OR OTHER ELECTRONIC DEVICE INAPPROPRIATELY

✦ Taking other student's property

✦ Inappropriate use of school equipment

✦ Non-Participation / Sleeping During Class

✦ Disrespectful behavior towards teacher or classmates

## Rules & Class Conduct:

Primary classroom rules are:

- ✦ Cell phones are PUT AWAY or secured.
- ✦ Food and Drink (with the exception of water) are prohibited in the classroom.
- ✦ All book bags / back packs should be placed in the designated area upon entering the classroom and should not be on desks or lab tables.
- ✦ Unsafe behavior such as pushing others, throwing things or horseplay, will not be tolerated.
- ✦ Students are encouraged to actively participate in all discussions and remain respectful to their peers, the instructor and guest speakers.

## Consequences for Inappropriate Behavior:

- • 1st Offense Verbal warning from teacher
- • 2nd Offense Verbal warning from teacher and email or phone call home to parents
- • 3rd Offense Discipline referral to Administrator

*Violations of school policies such as inappropriate language, dress code, fighting, skipping class, drugs or weapon possession or other serious offenses will be immediately referred to school administrators for appropriate discipline without warning(s).

*The syllabus may be updated as needed throughout the year.*