Science, Art & Computer Games

Course Overview:
Science, Art & Computer Games is a chance to explore science and how to use computers to simulate, explore and analyze the world around us. This format allows us to go deeper into interesting topics and uncover the basic forces behind things we see all around us. We will use some of the newest tools for computer programming. No specific prior experience in science or computers is required.

Course Description:
The Science, Art & Computer Games class is an innovative curriculum being developed at CSUN. Overseen by Professor Foley, the curriculum is designed to improve science understanding and research skills through collaborative computer modeling and testing. Students in the class will participate in an educational research project.

PLEASE SEE THE ACCOMPANYING LETTER AND RELEASE FORM.

Course Goals and Objectives
Correlates with the California State Standards
1. Goal: To train in the investigation of Science Phenomena.
   Objective: Learn to ask meaningful questions and conduct careful investigations.
   Objective: Know how to use appropriate tools and technology to perform tests, collect data, and display data.

2. Goal: To construct scale models, maps, and appropriately-labeled diagrams to communicate scientific knowledge.

3. Goal: To communicate the steps and results from an investigation in written reports and oral presentations.
   (California Science Standards Grades 7: 7a, d, e)

Course Materials:
Textbooks and Media
No textbook. We will use Scratch (scratch.mit.edu) as our primary modeling tool. This tool will improve science understanding as well as problem solving, and computer programming skills. Students will need to sign up for a free Scratch account to use the program. Other software and materials will be provided in the science lab.

Students should bring the following on a daily basis:
1. A spiral notebook.
2. Black, blue and red pens.
3. Ruler
4. Homework
Grading Policy

The final grade for the class will not be a letter grade. In place of a letter grade, a developmental level will be assigned based on a rubric. Students will receive a final score of: beginning, emerging, developing, capable, experienced, or exceptional.

Classroom Behavior:
The student is expected to demonstrate mature, polite behavior and extend courtesy to everyone at all times:

1. Actively participate, and respectful verbal and nonverbal interaction with all opinions must be shown at all times.
2. Since differing views will be expressed, the teacher and the student(s) will mutually maintain a safe environment for courteous dialogue.
3. Respect is to be shown for all CSUN property.
4. No food or beverages will be permitted in the classroom. Snacks must be eaten outside between the designated breaks.
5. Warnings for behavior / discipline problems will be given once. Any further problems will result in a phone call to the parent(s) or guardian(s) and possible dismissal from the program.

SAEP Electronics Policy

Cell phones, music players and headphones are not permitted to be used during classroom hours.

a. Please put your cell phone on silent (NOT vibrate).
b. No texting is allowed during class.

You will be given one verbal warning if the above is not followed. Should a second warning be necessary, your cell phone, music player and/or headphones will be confiscated and held by the teacher until after class. If a third time occurs, your cell phone, music player and/or headphones will be confiscated and held in the SAEP office and MUST BE PICKED UP BY A PARENT.
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After reading through the syllabus, please sign and date and have your student return it to class. The signature constitutes your commitment to the class as we partner to make the next five weeks a life-long educational experience for your student.

**Student/ Parent Agreement:**
Please bring this signed and dated *Science, Art & Computer Games* syllabus agreement to class tomorrow.

If you do not understand any portion of this syllabus, or if you have any questions regarding this class, please do not hesitate to email the teacher.

We have read and understand the contents of this syllabus.

Student name ______________________________________________________

Student signature____________________________________________________

Date__________________

Parent/Guardian name _______________________________________________

Parent/Guardian signature_____________________________________________

Date_________________

Phone _____________________________________________________________

E-mail_____________________________________________________________