



Clover Bar Jr. High School



SCRATCH 7

Mr. Kohlenberg

Course Outline

About the Course:

The ability to code computer programs is an important part of literacy in today's society. When people learn to code in Scratch, they learn important strategies for solving problems, designing projects, and communicating ideas. As children create with Scratch, they learn to think creatively, work collaboratively, and reason systematically.

Scratch is designed especially for ages 8 to 16, but is used by people of all ages. Millions of people are creating Scratch projects in a wide variety of settings, including homes, schools, museums, libraries, and community centers.

Course Expectations:

At the end of the year, the student will be able to:

- identify and describe the scratch language
- create projects in a scratch studio
- bring sprites, images and ideas to life (animation)
- Debug / problem solve problems with programming

Class Expectations:

This course is very different from core subjects. It will be focused on the completion of multiple projects / units throughout the year. Therefore students must:

- be aware of all deadlines and ensure work is completed on time.
- do their personal best on each
- not disturb the learning of others
- treat all students, staff, equipment and school property with respect and care.
- ask questions if they are unsure (ie. computers, cameras, etc).



Learning Assessment Procedure:

Assessment of student learning will conform to EIPS Learning Assessment (AP360). To assist students, assessment will be a collaborative, ongoing process that engages students, is grade-level appropriate, and includes identified and communicated assessment criteria. Emphasis is on the personal development of skills. Learning outcomes and their summative assessment will be shared with students on an ongoing basis, and determined using students' progress in specific outcomes.

Ongoing communication and assessment strategies may include a variety of:

- .. written texts (respond questions)
- .. performance tasks (demonstration, individual projects, oral communication (workshops, peer teaching, peer assessment)
- .. reflections Goumals, portfolios)
- .. performance assessment.

| Category | Category Weightings | CTF Learner Outcome Alignment Students will: |
|---------------------------------|---------------------|---|
| Plan and Problem Solve | 30% | <ul style="list-style-type: none"> • Plan in response to challenges. • Make decisions in response to challenges. • Adapt to change and unexpected events. • Solve problems in response to challenges. |
| Create | 40% | <ul style="list-style-type: none"> • Follow safety requirements associated with occupational areas and related technologies. • Demonstrate environmental stewardship associated with occupational areas. • Create products, performances or services in response to challenges. • Use occupational area skills, knowledge and technologies. • Develop skills that support effective relationships. • Collaborate to achieve common goals. |
| Reflect, Appraise, and Evaluate | 30% | <ul style="list-style-type: none"> • Explore my interests and passions while making personal connections to career possibilities. • Appraise the skills, knowledge and technologies used to respond to challenges. .. Communicate my learning. .. Determine how my actions affect learning. |

**Teacher's professional judgment will be utilized to determine a final grade based on the best student evidence of student outcomes.*



Clover Bar Jr. High School



Required Supplies

Duo tang (supplied)
pencils / eraser (not supplied)

Absences:

Students are responsible for all material covered during any absence.

Communication:

Communication is valuable in supporting students. Feel free to contact me via email at cory.kohlenberg.eips.ca should you have any questions. Please refer to the PowerSchool parent portal for information on marked assignments.

Field Trip:

Scratch students have the opportunity to partake in a division wide SCRATCH Day at Strathcona Community Centre's Agora at the end of April. Students go up against other schools to solve different scratch problems. Clover Bar has won a banner each of the two years that we have participated.