Computer 621 Course Outline

Souris Regional High School
Shane MacClure
Phone: 687-3923
E-mail: dsmacclure@edu.pe.ca

Cmp 621 is an advanced course and is designed as a preparatory course for university or college. Credit in Cmp 521 is normally a prerequisite for Cmp 621.

Major goals: Software-related computer skills
Problem-solving techniques

Units:

| Programming:QBASIC / Visual Basic | 40 % | 32 classes |
| Graphics / Digital Imaging: Paint Shop Pro | 10 % | 6 |
| Web Page Design: HTML / Front Page | 30 % | 24 |
| Computer Research: Internet Explorer | 5 % | 4 |
| Presentations: Corel | 5 % | 4 |
| Databases: MS Works | 5 % | 4 |
| Spreadsheets: MS Works / Quattro Pro | 5 % | 4 |

Marking:

| Assignments & Projects | 45 % |
| Quizzes | 25 % |
| Attendance & Homework | 5 % |
| Final Exam | 30 % |

Late assignments will be penalized 10% per day.
Late assignments will not be accepted after the other students have had theirs returned.

Absences: You are responsible for all work missed during an absence.
Call or e-mail a classmate or check on-line (www.edu.pe.ca/sourishigh/) to get the homework, assignment, or quiz information.
Schedule extra time in the Cmp lab to catch up on work missed.

Needs:
Scribbler or binder with loose-leaf paper
Pencil or pen
Class Rules

- Be on time. Go to bathroom before class. Listen to the announcements.
- Be polite. Don't interrupt when others are speaking.
- No unnecessary noise.
- No IPod’s or MP3’s while I’m teaching. When allowed, no sound heard by anyone else.
- Hand in your assignments on time.
- Hats and coats off. Leave bookbags at the back of the class.
- Keep the chair’s four legs on the floor.
- Near the end of class, wait in your chair until the bell rings. Push chairs in.
- Be polite; use appropriate language and conduct.
- If you aren’t here to work, don’t bother me or anyone else.

Computer Lab Rules

- You and your parents must have signed an Acceptible Use Policy form.
- Internet - No pornography, hate literature, dangerous sites, chat lines.
- No downloading files or bringing in CD’s or disks unless permission is granted.
- Don’t give out your password or use anyone else’s.
- No handling disks, programs, or computers of other students.
- No damaging equipment, removing cables, marking on computers, desks, or mousepads.
- No eating, drinking, or candy in the lab.
- No games unless a time has been scheduled for them.
- Keep printer paper in neat piles. Put unused papers in the recycling box.
- Ask for permission to use printer for other courses or personal information.
- When finished log off and shut down the computer to lessen the heat in the room.