Computer Programming & Game Design I
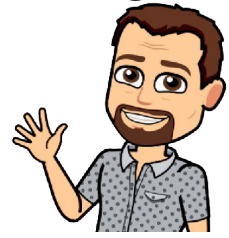
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Addendum to Course Syllabus

Thank you for your patience and understanding in adjusting to our new learning environment during these difficult times. Now that we know that moving forward we will be in this online setting for the remainder of the 2019-2020 school year, new policies and procedures have come into place from both the California Department of Education (CDE) as well as our school district that will require teachers to make changes to their current class setups. For our class, we will be maintaining many current items already in place as well as adapting to these new state and district changes.

Virtual Classroom Protocols

Reaching Out To Students - As has been taking place, students should expect to receive both a Remind message and email (through SchoolLoop) each day in directing them to directions on their assignment as well as other announcements on my website (tparslow.weebly.com). Students are encouraged to sign up for Remind OR to at least check their SchoolLoop email daily for messages from me on these assignments.

Class Schedule - To avoid conflicts with other classes, a block schedule has been set up for students to follow for all of their classes. This is mostly for teachers to conduct their live online sessions (i.e. Zoom Meetings) during these days/times and avoid conflicts. The new learning schedule for our class will be as follows:

Mondays	Tuesdays	Wednesdays	Thursdays	Fridays
Students will sent announcements through Remind and SchoolLoop email	8:30 - 10:00 AM Student Check In; Meet as needed in Zoom or students will work on their own at home with the current assignment	Students will sent announcements through Remind and SchoolLoop email	8:30 - 10:00 AM Student Check In; Meet as needed in Zoom or students will work on their own at home with the current assignment	10:00-11:30 AM and 12:30-2:30 PM Office Hours ONLY Student Check In; Available for questions concerns via Email

Students will be expected to check in on my website every Tuesday, Thursday, and Friday using the Google Form provided. ***Students who do not check in regularly or do not complete assignments will be contacted by myself (as well as parent contact will be made). If I do not hear back from a student, adminstration will attempt to make contact with the student.***

Assignments & Grading Policy

Turning In Assignments - Students will continue to turn in assignments through either School Loop or a designated email address (all forms of the above communication will be used to inform students where).

Assignment Due Dates - Continuing with our policy during the current situation, all deadlines on assignments (SchoolLoop only; not CollegeBoard) will be flexible. No late points will be deducted on any work turned in.

New Grading Policy - Our course will follow both state and district guidelines in that a student's grade can be improved or stay the same (but not diminished). Any additional work that is assigned will be applied to its applicable weighted category in SchoolLoop. Any missing assignments (beginning on 3/16/20 and thereafter) will be marked with a "I" for Incomplete but will NOT lower the student's grade as a result. Assignments prior to 3/16/20 that are missing will stay marked with "M" for Missing and stay deducted from the student's grade.

What's In Store Moving Forward

Students will continue working on both tutorial lessons and mini-projects using the gaming platform Ready Games. Students can continue to work in this platform on either their mobile devices, desktop computer, or laptop (with the exception of Chromebooks). A final project will be given in early May for students to complete with the Ready Games platform. For students that have the game engine at home, they will have the option of choosing a final project in Unity instead (the game engine we were using at Los Osos during the year). Students will be given 2-3 weeks to complete. There will be no final exam given during Finals Week.