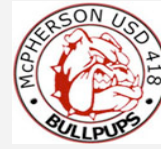


McPherson High School
Class Expectations
2008 - 2009

Period 3rd hour



Instructor Lawrence Chaney

Class Advanced Tech

Course Description:

In Advanced Technology students will choose between five technology tracks during the first week of the semester: Advanced Technology Studies, Global Communications, Computer Technician Training, Network Technician Training, or Video Game Development.

Advanced Technology Studies Track: Students will primarily work on personal projects based on their career interests, applying the skills they have learned from previously completed modules to explore and complete more advanced activities related to those technologies. In order to be considered a "Completer" in the Technology Education Program, students must complete at least one Experience-Based Learning Project. This can be accomplished in several ways

Global Communications Track: Students will follow an independent study curriculum guide as they learn to plan, design and produce material that will be published on the World Wide Web.

Computer Technician Training Track: Students will follow an independent study curriculum guide to prepare for A+ Certification, which certifies that they possess basic computer technician skills.

Network Technician Training Track: Students will follow an independent study curriculum guide to prepare for Network+ Certification, which certifies that they have proven competence in the physical support of networking systems, and knowledge of the conceptual aspects of networking.

Video Game Development Track: Students will follow an independent study curriculum guide as they learn to plan, design and develop computer-based video games.

Materials needed for the class:

None - class fees pay for all consumable supplies.

Types of activities taking place in your classroom:

Students will develop proficiency in several program competencies including, but not limited to: Computer-Aided Design and Modeling, Video Production, Aerodynamics, Pneumatics, Testing Strength of Materials, Website Design, Digital Imaging and Editing, Plastics, Robotics, Computer Animation and Special Effects, Lasers and Fiber Optics

How students will be evaluated:

Each technology module and personal project is worth 300 points and will last approximately 10 days. Modules may either be worksheet-based, portfolio-based, or a combination of both. Personal projects are always portfolio-based.

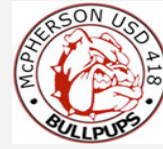
Worksheet-based modules normally require completion of specified lab activities (usually worth 200 points), followed by a post-test (usually worth 100 points).

Unless otherwise specified, portfolio-based modules and personal projects will graded as follows:

- Portfolio Appearance (50 points) (All Required Slides present, Spelling/Grammar, Use of Graphics)
- Reflection (150 points) (Purpose/Objectives, Daily Journal, Research Questions, Tech Terms, Summary)
- Project Evaluation (100 points) (Goals Completed, Quality of Work, Contribution, Work Ethic)

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Lab partners may be required to independently complete an exit project worth up to 100 points. This is to ensure that both students have learned the fundamentals of the module.

Grading for the Global Communications Track, Computer Technician Training Track, Network Technician

Discipline rules and expectations:

1. Students will RESPECT
 - The teacher and the teacher's right to teach
 - The other students and their right to learn
 - The property of others, including school property
 - The rules and procedures established for the school and the classroom
 - Themselves, demonstrating appropriate behavior at all times
2. Students will be WHERE they are supposed to be, doing WHAT they are supposed to be doing, WHEN they are supposed to be doing it.

Consequences for inappropriate classroom behavior:

The consequences for inappropriate classroom behavior will normally progress in the following sequence, although exceptions may be in order depending on the nature of the misbehavior.

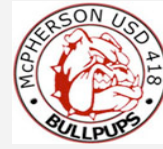
1. Verbal warning
2. Deduction of daily points or physical conditioning (student's choice)
3. Detention to be served no later than the afternoon of the following school day
4. Temporary restriction of computer access (for computer violations)
5. Conference with parents/legal guardians
6. Administrative referral

Additional Comments

<u>Instructor's Name</u> <p style="text-align: center;"><u>Lawrence Chaney</u></p>	<u>Name of Class:</u> <p style="text-align: center;"><u>Advanced Tech</u></p>
I have read and understand the Classroom Expectation:	
Parent/Guardian signature	Date
Student signature	Date

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