

INTRODUCTION TO COMPUTER SCIENCE

ICS3U GRADE 11

Texts:

Introduction to Computers by Peter Norton, 6th Edition
Java textbook(s)

Course Description: This course introduces students to computer science. Students will design software independently and as part of a team, using industry-standard programming tools and applying the software development life-cycle model. Students will develop creative solutions for various types of problems as their understanding of the computing environment grows. They will also explore environmental and ergonomic issues, emerging research in computer science and global career trends.

Course Content:

Introduction to Computer Hardware for any programmer
Software Development Life Cycle
HTML coding in Web Page Design
Programming and Problem Solving in Java.

Projects: Research assignment on topic of choice, Careers Project

Evaluation:

Knowledge:	15%
Thinking/Enquiry	15%
Communication	10%
Application	30%
Summative	30%

The course will be largely comprised of in-class assignments and programs completed on the computer.

Attendance/Lates:

ATTENDANCE IS VITAL. The major part of your final grade is based on day-to-day work. (See the school policy.) Work must be submitted by the due date.

Classroom Behaviour:

It is the student's responsibility to inform the teacher immediately of any malfunctions or damage to computer equipment. You are not in charge with servicing or repairing hardware in room 214. First come, first serve policy applies in the computer lab but each student will be held liable for any malicious damage. (See the school policy for penalties.)