

Roderick Hames,  
Computer Science Teacher

# DIGITAL LITERACY AND LEADERSHIP



“Where passion and technology intersect.”

Alton C. Crews Middle School  
“Building a Tradition of Excellence”



## MAKING AN APP CAN BE MORE FUN THAN PLAYING AN APP!



### SPECIAL POINTS OF INTEREST:

- My office phone number is: 770-736-5760
- My e-mail address is: rod\_hames@gwinnett.k12.ga.us
- Our web site is: MrHames.org
- Extra Help - check with me for dates and times.

There is just something special about making and creating your own software/app and now it has never been easier to create apps. Students will get the opportunity to go behind the apps they are playing and find out what hard work goes into making **successful apps**. They will also experience the **responsibility** and **rewards** of learning good **leadership skills**.

Using software like **Scratch, Tynker, Code Avengers, LOGO,** and others students will use **problem solving skills** to write **creative code** to answer some simple to difficult questions. Students will be introduced to computer languages such as **JavaScript** and **Swift**. Programming has long been a great way for students to learn problem

solving, math, and logic skills. Student’s proven interest in playing games translates directly to learning and with the right approach, students will excel at making fun & rewarding apps.

**Digital Literacy** involves more than just creating some cool apps. It also involves being **responsible** and understanding the **power** behind all those zeros and ones. **Social media** is the new norm for students and in this class, Mr. Hames will guide students to make **responsible educated choices** about their **digital world** around them.

No course in technology should be void of learning good **leadership skills**. For that reason, each day students will focus on a **leadership theme** and write a response to a probing question. They will look at

topics such as **honesty, cooperation, respect, and kindness**.

To put leadership in practice, students will face the problem of starting a school **newspaper** for Crews and face the **challenges** of organizing a team to successfully execute such an endeavor. Because of their new found success in this leadership role, students will now run for a **student government** position and be required to articulate their own **campaign platform** using online digital media.

As you can see, students in Mr. Hames’ class will leave with **21st Century skills** to propel them for true **leadership success** in this digital world.

### GRADING POLICY

Classroom .....	40%
Summative .....	50%
Finals.....	10%
<b>Total .....</b>	<b>100%</b>

### GRADING SCALE

A .....	90-100
B.....	80-89
C.....	74-79
D .....	70-73
U .....	- 69

## Classroom Management Takes on a New Look

by Roderick Hames

Students at this age are naturally curious, enthusiastic and energetic. A firm and clear discipline policy therefore will be used to ensure classroom success for all students. Rules

that are broken are tempered with fair and appropriate consequences. At Crews students are expected to have exemplary character and self discipline. Therefore there are four basic rules for my class:

1. **Work hard and try to go beyond the teacher’s expectations.** (Student-preneurial)
2. **Listen carefully and follow directions closely.**
3. **Use the limited resource of time wisely.**
4. **Have great respect for others.** “Golden Rule”

## Expectations...

(Continued)

You are **100% RESPONSIBLE** for your:

- ☆ Attitude
- ☆ Actions
- ☆ Articulation  
(verbal & non-verbal communication)
- ☆ Achievement

As the teacher, I am 100% responsible for ensuring a successful learning **environment** where all students reach their **potential**.

If you have any concerns including bullying, confusion in class, missed days, or just anything on your mind, please don't hesitate to get with me before, during or after class.

## My Teaching Goals for This Year ...

- To continue to develop student's **decision-making** and **problem solving skills** using apps like Scratch, Animoto, and Office
- To promote and demonstrate student **leadership** character traits such as **honesty**, cooperation, **respect**, kindness, courage, **self-control**, and others
- To improve student **communication skills** through writing, listening and **reading** (book study)
- To practice **collaboration** skills using peer leading and small group activities
- To stay **positive**, proactive and enthusiastic in all circumstances
- To clarify difficult or complicated assignments through **differentiation** that is appropriate to student needs
- To help students become **life-long learners** while pursuing their **dreams** and **passions**
- To help students be **successful** during school and after through activities like Intramurals and local business partnerships

## Technology Acceptable Use Policy

Crews Middle School's technology consists of classroom computer stations, school wide network, advanced technology module, telecommunications including Internet access, e-mail, a satellite system, and video production.

For obvious reasons there is the need for emphasis on the proper and ethical use of this equipment. With these issues in mind, we have selected the following guidelines for the use of technology at Crews:

1. Students will use technology with respect to the proper care and

function of the equipment. Any student found to be intentionally damaging any hardware or software will be cited for school property abuse.

You will be held responsible for information viewed, received and sent via the Internet.

2. Using **words, ideas, images or data** of another person as the student's own is considered **plagiarism**.

3. You will not be permitted to bring media from home to listen or load programs on the school machines. You are also not allowed to use any **mobile** device in class unless the teacher has pre-approved its

use. This include **i-pods** of **any** type or **cellular** device of any type.

4. Students' actions will be monitored and they will be held **responsible** for information viewed, received and sent when using the **Internet**. The use of online services should also be restricted to school related projects. You are not allowed to **play video games** or visit **music sites** without approval from the teacher.

5. Respect for the *personal data* created by both students and teachers. Students are not permitted to change, delete or **alter** anyone else's files. **You should not try to alter the computer system of any computer in the building.**

## Editorial: My Philosophy of Teaching

I believe teaching can be broken down into 4 basic parts: Educating, Encouraging, Modeling, and Managing. Kids need to know their teacher cares for them and they need good role models, excellent time managers and teachers who are current

in their fields. They don't need fancy teaching approaches or apathetic, sarcastic educators. Both teachers and students face difficulties never before imagined but not insurmountable. Teachers must hold students to high expectations while leading them along a

successful path. I strive to teach, protect, encourage, motivate, but most importantly to love and respect every person who walks into my classroom each and every day.

**\*HEADPHONES REQUIRED**

Student Signature: \_\_\_\_\_  (Ear buds required for class) Parent Signature: \_\_\_\_\_

