

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
- Class 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 first hand how Software Engineers make **successful apps**. They will also experience the **responsibility** and **rewards** of learning good **leadership skills**.

Using software like **Scratch**, **Khan Academy**, **Code.org**, **LOGO**, and others students will use creative **problem solving skills** to write **specific code** to solve simple to difficult problems. Students will be introduced to computer languages such as **HTML**, **CSS**, **Python**, **JavaScript** and Apple's **Swift** language. 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 the **dire** need today to train our next generation of **Entrepreneurial Software Engineers**.

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 prob-

ing 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%
Total	100%

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, Swift, and MS 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**
- To practice **collaboration** skills using peer leading and small group activities
- To stay professional, **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 student use of their own devices each day.

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 in my class:

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

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

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

2. Using **words, ideas, images or data** of another person as the student's own is considered **plagiarism**.
3. You are not permitted to install games or other software on school computers you either download or bring to school.
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 the Internet is restricted to **school related projects and assignments**. You are not allowed to **play video games** or visit **music sites** without approval from the teacher first.

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.**

Remember, it is a **privilege** to use technology at school and not a right.

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: _____

