Coding with Minecraft
SYLLABUS

INSTRUCTOR: Dr. Kris Toscani

COURSE TITLE: Coding with Minecraft-Expert Honors

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Dear Students, Parents, and Guardians,

Welcome to Coding with Minecraft. In this course, students will experiment with block and text based coding (Python), design algorithms using the Microsoft Minecraft platform, investigate how to determine the outcome of running a series of programming statements, and perform the process of debugging and resolving problems in algorithms. Therefore, a course such as this one requires that students demonstrate the ability to critically analyze complex problems, create unique solutions to those problems, and at times, fail to develop solutions. Remember, resilience and patience are the keys to success. This course is rooted in units of instruction meaning that students are expected to continue to work at concepts until they develop proficiency. Consequently, the course will grow and evolve during the semester as students rapidly develop their skills. For practical purposes, we will follow a prescribed curriculum on the Minecraft platform with supporting resources carefully selected from other sites, platforms, and toolkits. This is the first time this course will be offered at Tuscola High School, so we do hope that you will find it to be equally challenging and rewarding.

COURSE CONTENT
Objectives/Units

Standard/Obj Number	Standard/Objective	Course Weight	RBT Designation
1.00	Introduction to Minecraft	12%	B2 Conceptual Knowledge - Understand
1.01	Navigating the Minecraft environment	-	-

1.02	Creating/Importing a Minecraft world	-	-
2.00	Explore digital citizenship.	12%	B2 Conceptual Knowledge - Understand
2.01	Develop a set of rules for using an online collaborative platform.	-	-
2.02	Create a list of behaviors which make a responsible digital citizen.	-	-
3.00	Develop an understanding of a coding language.	12%	B2 Conceptual Knowledge - Understand
3.01	Develop an understanding of how to use code to build in Minecraft and develop a relationship with 'Agent.'	-	-
3.02	Code Agent to navigate through a maze.	-	-
4.00	Create a program for a given task using sequential steps.	13%	B2 Conceptual Knowledge - Understand
4.01	Program Agent to place and break blocks.	-	-
4.02	Design and create a code (including a loop) to build a structure.	-	-
5.00	Work within a budget to complete a given task.	13%	B2 Conceptual Knowledge - Understand
5.01	Collaborate on a community build challenge to build a street.	-	-
6.00	Modify an existing program to solve errors and predict if a program will fail.	13%	B2 Conceptual Knowledge - Understand
6.01	Reflect on the debugging process.	-	-
6.02	Identify and fix a number of different errors in MakeCode blocks.	-	-

7.00	Project	25%	C3 Procedural Knowledge - Apply

MATERIALS

Most documents will be created in one of the software suites or on a Google Doc, Sheet, Slide, or Form.
Pens/Pencils
5 packs of index cards

CLASS RULES

RESPECT show respect to your classmates, teacher, and school property
Be **PROMPT** and **PREPARED** (Prompt means in your seat and ready to work when the bell rings).
Cell phones are **off and out-of-sight** at all times.
Adhere to all rules in the "**Computer Network Usage Policy**": No games or unauthorized websites.
If you need to leave the classroom for any reason, **sign out** in the electronic system.
Class will dismiss when the bell rings; You may begin logging off and packing up 1 minute before the bell.

In addition to these rules, students will be expected to follow all school rules as outlined in the THS handbook.

EXPECTATIONS

Stay on Task
Keep the game mode in Adventure
Do NOT skip activities
Use the computer as expected at all times
Maintain a clean and neat work station (leave it cleaner than you found it)
Be committed to learning to Code.

ACADEMIC DISHONESTY

If a student is caught cheating, she/he will receive a '0' and parents will be notified. This applies to students providing answers and the students receiving the answers. Copying another's work is unacceptable.
Students will learn to create and properly cite sources in this classroom. Plagiarism, of any type, is unacceptable. Students copying and pasting content from the internet will receive a '0' for the assignment.
This policy includes the use of Artificial Intelligence (AI) of any type to complete an assignment or activity.

GRADES

Grades are posted in Google Classroom. You are responsible for checking your grade & keeping up with missing assignments. Grades will not be discussed during instructional time. Please see me before school, at lunch, or after school to discuss make-up work, missed assignments, late work, or other questions that are not for the benefit of the academic community. There will be three (3) six week grading terms this school year. Each time will count as 25% of your final grade. The Final Examination will comprise the remaining 25% of your grade.

COURSE WORK

Quizzes/Vocabulary:	5%
Daily Classwork/Homework:	75%
Tests/Projects	20%
Certification Exam (Final)	Coding in Minecraft: Python Expert Coding
Semester grade	75%
Final Exam:	25% of the course grade

MAKE UP WORK

Students shall have two (2) school days per absence to complete missed assignments. A maximum of ten (10) days will be allowed for students to complete all missed work. Long-term assignments are exempt from the make-up consideration and are due as assigned. Students who are absent from school can request their work from their teacher(s) via email or through Google Classroom after researching the day's activities in Google Classroom.

SCHOOL RELATED ABSENCES

Field trips and approved school functions will not count as an absence. Seniors may take two Code 6 days during the school year for a college day; juniors may also take two Code 6 days. Documentation from the host college must be provided to the counseling center and approved. School work must be made up within two days following a school related absence.

ATTENDANCE

Five Days: When a student misses 5 days, excused or unexcused, not including ISS, OSS, or Code 6 (school related activities), the teacher must attempt to make a parent contact by calling and then follow up with a letter mailed home to inform the parent of the student's attendance. (Policy 4400R)
- **Ten or More Days:** When a student misses ten (10)+ days in any class period (excused or unexcused) the student is required to complete an ATTENDANCE APPEAL FORM. The appeal form and proper documentation should be submitted to the office by the appropriate deadline. The Attendance Committee will evaluate each student's appeal individually by the end of the semester and determine whether the student will receive course credit. Students granted an appeal will receive the grade earned in the

class. If the appeal is denied, the student will NOT receive credit for the class. If a student is failing a class in which they have 10+ absences, they cannot appeal for course credit.

ATTENDANCE CONTINUED

- **CHECK-INS/CHECK-OUTS**: Students who leave school early must check out through the office. Failure to do so will result in truancy. Students who come to school late must check-in through the office.
- **TARDY POLICY**: Classes will begin when the bell rings. Students will report to class on time. Being punctual is a habit worth developing. Tardy students disrupt learning. **LATE BUSES CONSTITUTE THE ONLY EXCUSED TARDY TO SCHOOL**. Oversleeping or traffic problems are NOT normally excused. During class changes when a student arrives to class after the tardy bell; the teacher will record the tardy in their records. Students will also report to the ISS room to collect a tardy pass.

ELECTRONICS

- Electronic device use is prohibited in classrooms unless it is being used specifically for classroom instruction and approved by a teacher.
- Unless explicitly allowed by a staff member, headphones and other listening devices may only be used before school, during class change, and after school hours.
- Cell phones must be off and placed away from students and their desks during tests and assessments, unless otherwise instructed by a teacher.
- If students need to place an emergency phone call during the day, they should request to go to the main office to use an office phone.
- Students may be subject to disciplinary action if their use of their cell phone disrupts the school's educational environment. Examples of this include, but are not limited to: cheating, bullying, harassment, unlawful recording or photographing, violating other school rules.
- The school and its staff are not responsible for any damage to or theft of a student's cell phone. Students must properly secure and take care of their own phones.

Failure to abide by these rules will result in a discipline referral to the office.

SUMMARY

This is a fast paced course and you must engage daily to ensure your success. Assignments will build upon prior knowledge and increase in complexity as the semester progresses. It is important to maintain your assignments, review your notes on a regular basis, and follow an organizational system that helps you to keep pace. My hope is that you will (1) learn by doing (2) grow as a student (3) challenge yourself to think critically and (4) apply the knowledge acquired to new situations.

Go Mounties!

Dr. Kris Toscani
Tuscola High School
Syllabus Signature Page

Student Signature _____ _____

Parent/Guardian Signature _____ _____

Parent email: _____ Parent Cell: _____