



2024-2025 Coding Syllabus

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Course Description

This is an introductory coding class where students will learn the basics of programming through Game Development. Students will learn how to use a game engine and a programming language to develop 2D and 3D games. Different types of games and game mechanics will be explored, each presenting different challenges that students will learn to solve with code. Throughout the year there will also be dedicated art units for creating game art such as characters and backgrounds. Problem solving, research, and creativity are important aspects of this class as well as perseverance and helping others. By the end of the course, students will be able to make their own complete games.

Materials

Pencils and paper are expected for taking notes and completing assessments.

Homework

Work should be able to be completed during class hours and any work remaining should be completed at school outside of class hours (lunch/before/after school) taken home to be finished. Homework will never consist of coding. Any homework assigned will be able to be completed with a chromebook.

Participation

Full participation is expected in class. Students are expected to dedicate their full attention during class hours and are not permitted to work on other classes or extracurriculars during class time.

Final Project

The end of the semester will be dedicated to the development of students' final project. This project will have specific requirements for complexity, but otherwise encourages the students to use their creativity to build something unique.

Cell Phone Policy

No cellphones in class unless explicitly allowed by teacher as a tool not a toy.

Parents, please do not call during class time.

Headphones follow the same rules. They are only to be used when approved by the teacher and only using one headphone to still be able to hear the teacher.

Bathroom Policy

One student at a time. Please, trade in your cellphone while you use the bathroom. If missing from class for an excessive amount of time, campus hall monitors will be called to locate the student.

Plagiarism

Students are encouraged to help each other through explanation and guidance, but directly sharing code is considered cheating and will result in both losing credit for the assignment and disciplinary actions.

Grading Policy

Most work will be completed in class, during class time. Work will be divided into the following categories:

- Final Project (20%)
- Daily Work (40%)
 - These assignments are preparation for future course content and fundamental skills
- Projects (40%)
 - These assignments demonstrate student mastery of course content and skill.

Grading Scale

- A = 89.5% - 100%
- B = 79.5% - 89.4%
- C = 69.5% - 79.4%
- D = 59.5% - 69.4%

Student Signature

Date

Parent Signature

Date
