Students in the Business and Computer Science program will be exposed to a variety of technological experiences with the goal of understanding how to apply current technology skills to real world problems.

In 6th grade,

- students' primary concern is to learn touch typing with a goal of 20 wpm and with 90% accuracy.
- TypingMaster Online are the primary resource for this objective
- 6th graders will be introduced to Windows, Word, PowerPoint, and Internet Safety and Ethics.

In 7th and 8th grades, the curriculum shifts students to learning more about computer science. Teachers use curriculum from Project Lead the Way (www.pltw.org).

- The 7th Grade curriculum, Computer Science for Innovators and Makers (IM), teaches students that programming goes beyond the virtual world into the physical world. Students are challenged to creatively use sensors and actuators to develop systems that interact with their environment. While designing algorithms and using computational thinking practices, students code and upload programs to microcontrollers that perform a variety of authentic tasks. The unit broadens students' understanding of computer science concepts through meaningful applications. Teams select and solve a personally relevant problem related to wearable technology, interactive art, or mechanical devices.
- The 8th Grade curriculum, App Creators, introduces students to the field of computer science and the concepts of computational thinking, through the creation of mobile apps. Students are challenged to be creative and innovative, as they collaboratively design and develop mobile solutions to engaging, authentic problems. Students experience the positive impact of the application of computer science to society as well as other disciplines, particularly biomedical science.

Along the way, students will address issues like internet safety, email etiquette and internet search skills. Our goal is for students to learn how to use technology as a tool for solving complex problems.

A firm discipline policy will be used to ensure classroom safety and success for all students. Rules that are broken are tempered with fair and appropriate consequences. All student expectations for behavior are as high as they are for core classes.

There are 4 basic rules covering behavior:

1. Work without disturbing others.
2. Listen carefully and follow directions.
3. Use time wisely. (Be on time for class and stay on the assigned task.)
4. Respect for others. (Treat others as you would want to be treated)

Facility Rules

1. Any student found to be intentionally damaging any hardware or 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. Respect for the personal data created by others including students, and teachers will be maintained. Students are not permitted to change, delete or alter anyone else's files. Do not try to alter the computer system of any computer in the building.
3. You are not permitted to bring media from home to listen or load programs on the school machines.
4. You are not allowed to download files from the Internet to the school network.
5. Students' actions will be monitored and they will be held responsible for information viewed, received and sent when using the Internet.
6. The use of online services will be restricted to school related projects.