



## ***Apps Creator Class (PLTW)***

### ***Dear Parents,***

My name is **Petronela Popa** and I will be your **child's Apps Creator teacher** here at Sneed Middle School.

I am looking forward to a very successful quarter and I know you are too. I have high expectations for all my students and I will do all that I can to help every child achieve those expectations

Room: 111

Email (preferred): [ppopa@fsd1.org](mailto:ppopa@fsd1.org)

Phone: (843) 673-1199

Department: STEM - PLTW

Grade Level: 6-8

Course Length: 45 days

Class period length: 75 minutes

### **What is the APPS creator class?**

The App Creator course introduces students to the field of computer science and the concepts of computational thinking.

#### **WHY Computer Science?**

Computer science is the foundation for most innovations today, from national security to cinematography. The U.S. Department of Labor predicts that the fastest growing and highest paying jobs over the next decade will be computer science-related.

#### **How is it being implemented?**

During this unit, students will learn how to create Android applications by using **MIT App Inventor software and the PLTW guide(book)** to find solutions to engaging, authentic problems. Students are creating engaging biomedical science apps and fun interactive games that apply these concepts and use basic user interface features, media, and animation.

With the use of an Android device (provided by the teacher/ class only), students are able to test their app in real-time.

## Project Lead the Way (PLTW) Curriculum:

### Apps Creators

**Lesson 1: Let's Create an App!** Students are introduced to the concept of pair programming, app development, and the MIT App Inventor development tool. They learn about the Model-View-Controller (MVC) design pattern, app graphical design, event-driven programming, debugging, and algorithm creation using variables and conditional logic. They create engaging biomedical science apps and fun interactive games that apply these concepts and use basic user interface features, media, and animation.



**Lesson 2: Taking it to the Next Level** Students further explore the concepts investigated in Lesson 1 and build upon their skills to use data in mobile applications. They create algorithms using loops to streamline repetition and iterate through lists, and create procedures to abstract the details of a task and reduce redundancy. They learn to organize and store persistent data collected from user input and device sensors.

### Lesson 3: The App Challenge

Students apply the knowledge and skills they have acquired to design and create a mobile app solution for a personal or community problem. They apply the design process and computational thinking skills to decompose the problem into smaller modules.



*These are my classroom procedures, expectations, and consequences for my class this year. I will discuss them with all students but I would like you to get familiar with them also.*

### **Classroom expectations - S L A N T**

Squires are responsible and respectful to everyone.

Listen and follow directions.

Ask and Answer questions by raising a hand.

NO excuses!

Track the speaker

### **Consequences for my behavior - L.A.C.C.E**

Look

Acknowledge/Verbal warning

Conference

Call/email home

Elevate – office referral

### **Classroom Procedures**

Enter quietly

Store your backpack

Sharpen your pencil

Begin daily warm-up

Follow the posted agenda for the day

I dismiss the class NOT the BELL

### **Behavior Expectations:**

Students are expected to be in their assigned seats when the bell rings. Students are held accountable for their actions and should come to class ready to participate actively and give their best effort each day. Students are expected to be respectful to the teacher and to each other. This includes avoiding unnecessary disruptions that affect the learning environment of other students. The exact expectations apply to me as well. You should feel respected, safe, and a part of an environment that will help you be successful. I am your biggest “cheerleader”- if you need me to help you in any way to be successful in this class, please don’t hesitate to ask!



## Grading:

**Apps creator** is a project-based class. Grades will be based on classwork, projects, quizzes, and activities.

### Late/Absent Homework Policy:

If your child is absent, it is their responsibility to find out what they missed and we will do our best to get caught up in class. They must come to me to make up the work. They can always check Google Classroom from home to see if there is any work they can do. Each assignment/project will have a deadline. This could be at the end of a class period, or at the end of a project. Each day past a deadline will incur a 10% lateness deduction, for up to 5 school days.

### This is the grading scale in use for the entire Florence One School District

"A" 90-100 (Excellent)  
"B" 80-89 (Above Average)  
"C" 70-79 (Average)  
"D" 60-69 (Below Average)  
"F" 59 and Below (Failure)



### Beginning this year, these are going to be the weights for ALL quarter classes

Projects/Tests/s will count as 40%

Quizzes/Labs 30%

Classroom assessments (Daily Grades such as classwork, bell work, exit tickets, and some quizzes) will count 20%

The exam will count 10%

### Some materials needed for the class

Pencils

Mouse-1

Paper filler - 20

Personal Tissues & Hand Sanitizer to keep in the backpack



*Sincerely,*

*Mrs. Petronela Popa*

Please make sure that you are listing your email and you update me if your email or phone number changes. **The email will be my primary way of reaching parents** and I expect that each parent will respond in 24h.