



A. Y. Jackson S. S.  
www.ayjackson.ca

## ICS20 Introduction to Computer Studies Grade 10, Open

### General Course Information

Prerequisite:	None
Department:	Computer Studies / Technology
Extra Help:	By appointment with teacher
Textbook and Replacement Cost:	None
Material Required:	Notebook, paper, pencils, eraser, ruler, pens, USB Drive, Turing (Freeware)
Course Fee:	None

### Course Description

This course introduces students to computer programming. Students will plan and write simple computer programs by applying fundamental programming concepts, and learn to create clear and maintainable internal documentation. They will also learn to manage a computer by studying hardware configurations, software selection, operating system functions, networking, and safe computing practices. Students will also investigate the social impact of computer technologies, and develop an understanding of environmental and ethical issues related to the use of computers.

The course is organized into three strands:

- Understanding Computers
- Introduction to Programming
- Computers and Society

A detailed list of the course expectations can be found at

<http://www.edu.gov.on.ca/eng/curriculum/secondary/computer.html>

### Assessment and Evaluation

To promote student success, ongoing assessment and feedback will be given regularly to the students. A variety of assessment and evaluation strategies will be used in this course, including, but not limited to, assignments, quizzes and tests. Expectations will be evaluated based on the provincial curriculum expectations and the achievement levels outlined in the ministry document.

Expectations are organized into four categories of knowledge and skills. The categories and their corresponding weighting is as follows:

Knowledge and Understanding	20%
Thinking	25%
Communication	20%
Application	35%

Each student's final mark will be in the form of a percentage grade based on their achievement in the 4 categories on the achievement chart. The breakdown of the final mark is as followed:

Term Evaluation	70%
Final Evaluation	30%

The final Evaluation will be completed during the final weeks of the course and may include a variety of summative activities, including, but not limited to, an exam and programming project(s).

In addition to students' performance in the achievement categories, students will also be assessed on their performance in the following learning skills:

- Responsibility
- Organization
- Independent Work
- Collaboration
- Initiative
- Self-Regulation

For specific policies on assessment and evaluation, and academic honesty, please refer to *School Procedures* in the student agenda.

### Unit Summary



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<b>Unit Title</b>	<b>Approx. # of Hours</b>	
Unit 1: Hardware, Software and Networks: An Integrated Environment	15	
Unit 2: Computer and Society, Career and Post-Secondary Opportunities	10	
Unit 3: Foundations of Programming I (HTML)	10	
Unit 4: Foundations of Programming II (Turing)	50	
Unit 5: Developing an Application Program	25	