Coding
Course Outline

Teacher Contact
Teacher: Mr. Jason Wan
E-mail: jwan@tokyoips.com
Availability: I am available to you during all WIN sessions. It is in your best interest to seek me out as much as possible for additional instruction.

Course Summary
Students will learn how to create computer games. This creative process will cover aspects of game design such as graphic design and game coding.

Topics Covered
During the course, topics covered may include (but are not limited to):

- typing
- Scratch (programming language)

Grading
You will be graded after every class based on the 6 P's.

Classroom Policies
Getting ready:
When you come to class, you are expected to participate fully and bring a laptop computer to join the activities. Come prepared to learn.

Behavior:
The 6 P's (prepared, punctual, productive, positive, pleasant, polite) are an important part of what makes TIPS special, and students are expected to uphold and follow the 6 P's whenever they are in school. The Coding class is no exception. Impolite or rude behavior will have severe consequences, such as out-of-class one-on-one meetings with the teacher.

Leaving the room:
Please do not leave the room without asking. Students are expected to clean up after each activity.
This means making sure your work area is as clean as it was when you started class.