

Tokyo International Progressive School

Coding Course Outline

2022-2023

Jason Wan, Room 25

Nabi Nazari, Room 23

DESCRIPTION OF COURSE

Students will learn how to create computer games. This creative process will cover aspects of game design such as graphic design and game coding. During the course, topics covered may include (but are not limited to) typing, Scratch (a programming language), and Python (a programming language).

STUDENT EXPECTATIONS

Students need to bring **a personal device that can connect to the Internet** to class.

No food is allowed in the classroom. Students are permitted to bring closed containers of water to the classroom.

Please do not leave the room without asking.

Students are expected to clean up after each activity.

EARNING YOUR GRADE

You will be graded after every class based on the 6 P's. This grade will be based on effort and participation.

Grade Category	Percentage of your grade
6 P's	100%