



Welcome to Tech-8

Mr. Silverman – Room D-13

(abbreviated presentation)

Agenda



- What you will study in Tech-8
- Class rules, incentives, disciplinary consequences
- Classroom procedures & routines
- Supplies
- Questions?

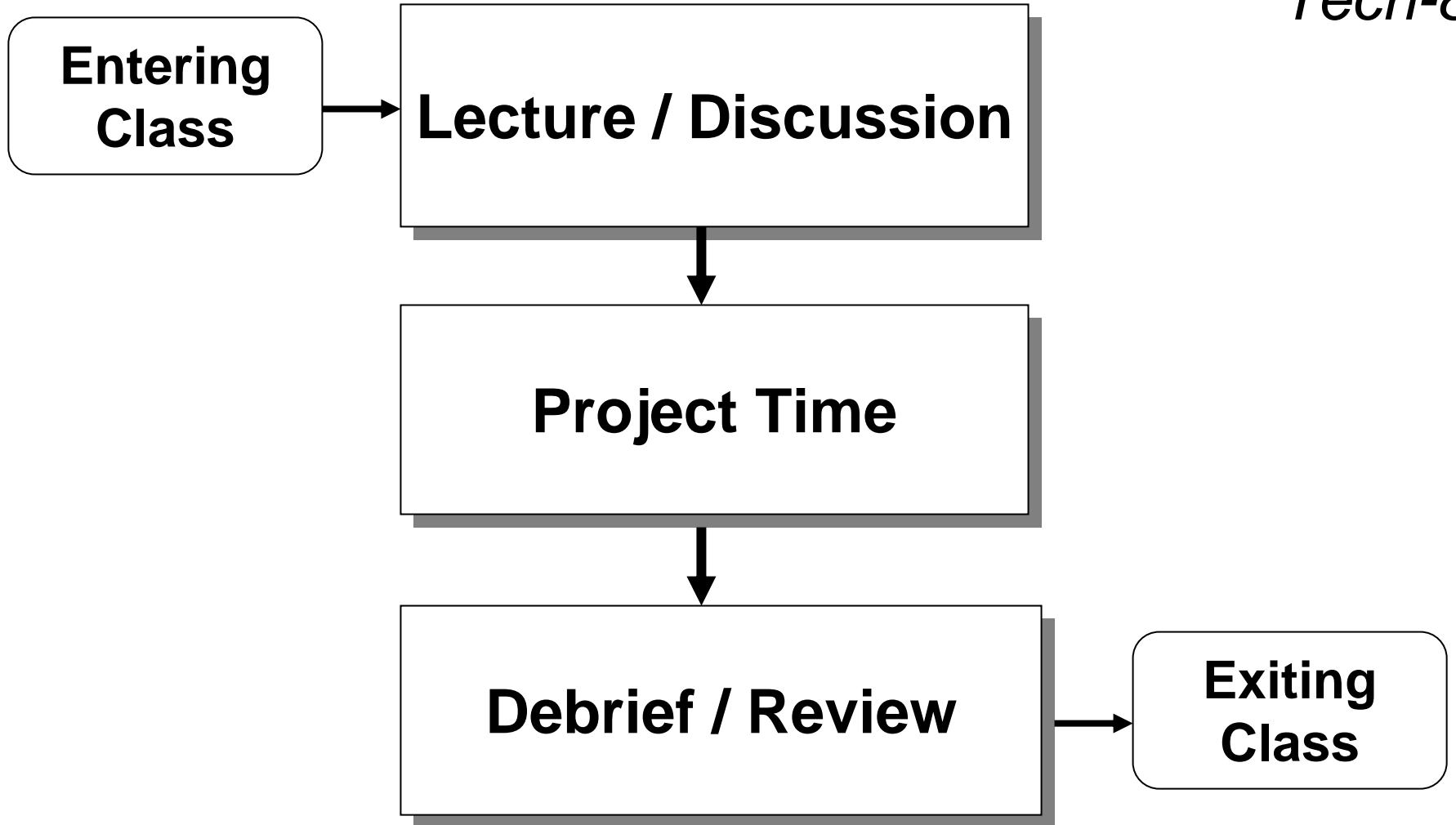


Tech-8 is about...



- Using computers and software applications to obtain, analyze and publish information
- Internet and online research
- Inventors and inventions
- How changes in technology affect society & our lives

Tech Class Routine





Rules, Incentives, and Disciplinary Consequences

General Class Rules



1. Follow directions the first time they are given
2. Be in your assigned seat and have materials out, before the class begins
3. Wait to be recognized before you speak
4. Demonstrate mutual respect for everyone*
5. Follow tech guidelines when using computers and equipment

Mutual Respect Includes...



- Keep hands, feet and objects to yourself
- Refrain from using sarcasm, insults, “put downs”, and “joking” / “kidding around”
- No gum, food (including water), hats or electronic devices in the D-13 Lab
- Don’t use another student’s computer !

Examples of Incentives



Individual

Tech coupons can be converted to...

- Drop lowest quiz grade
- Extra points on any one project
- Bonus 1 day deadline extension

Classwide

Earned by individuals for the class...

- Express debrief
- Bonus 1 day deadline extension for class
- 10 min. personal computer time at end of period

Incentives will vary by assignment and quarter

Consequences



- 1) Warning
 - 2) 1 minute after class & student completes behavior log form
 - 3) 1 minute after class, student completes behavior log form, teacher calls home
 - 4) 1 minute after class, student completes behavior form, phone call, referred for detention
- ★ Severe offences are asked to leave the room or sent directly to office

*“An Individual Consequence Plan”
will be created for “repeating” levels*



Class Procedures

Take - 5



1. Stop talking
2. Stop whatever else you are doing
3. Hands off the keyboard / mouse
4. Look up at Mr. Silverman
5. Wait quietly for directions



Entering the Lab (D-13)



- Wait quietly outside D-13 behind the board' (do not disturb other classes!)
- When Mr. Silverman welcomes you in, go directly to your assigned seat
- Scan the board for announcements / notes / homework; take out notepad & pencil / pen

Be ready for Mr. Silverman to begin lecture!

Lecture



- Remain seated in assigned seats
- Hands off the keyboard & mouse
- Computer & monitor remain off
- Eyes on Mr. Silverman & the lesson on the smartboard / whiteboard
- Take notes & write down any questions

No Talking - Active listening please!

Project Time



- Remain in assigned seat
- Speak in person-to-person quiet volume
- Ask your neighbor for ‘technical help’, but do your own work on your assigned computer
- Raise your hand if you need help from Mr. Silverman & wait to be recognized
- Immediately close any browser or application window if what shows in the window does not apply to the project assigned for the day

Terminate those pop-up windows!

Class Dismissal



Tech-8

- Do not get up when the bell rings – listen and wait for Mr. Silverman’s directions and closing remarks
- Computer & monitor must be off
- Push chairs under desks
- Dispose of any garbage as you leave
- Take all your belongings with you

The teacher dismisses the class, not the bell!

Supplies



Come to class each day with:

- Pencil (for quizzes) and pen for taking notes
- Sturdy plastic folder or portfolio
- Small spiral notebook or notepad
- Assignment planner / calendar

Keep all your handouts and returned work
organized in your folder

My Website and eCHALK



- Important deadlines, notes and information for the class is posted on my website and eCHALK.
- Check these each day for updates!

www.futurenorms.org

Stuff You Already Know...



- Must have a late pass...
- Late 3 times = cut
- If you plan on being out – note from home
- Responsible for making up late work or quizzes – see me about scheduling



Questions?

(raise your hand and wait to be recognized)