ITP 140 Design

Nicholas Gardella

ITP 140 was an online intro coding class.



ITP 140-35 (Fourteen-Week Course)

INSTRUCTOR INFORMATION

Name: Nicholas Gardella, M.Eng.

Email: ngardella@nr.edu

Office: Zoom @ https://vccs.zoom.us/my/ng2466

Office Phone: none

Office Hours: virtual or mall site by appointment

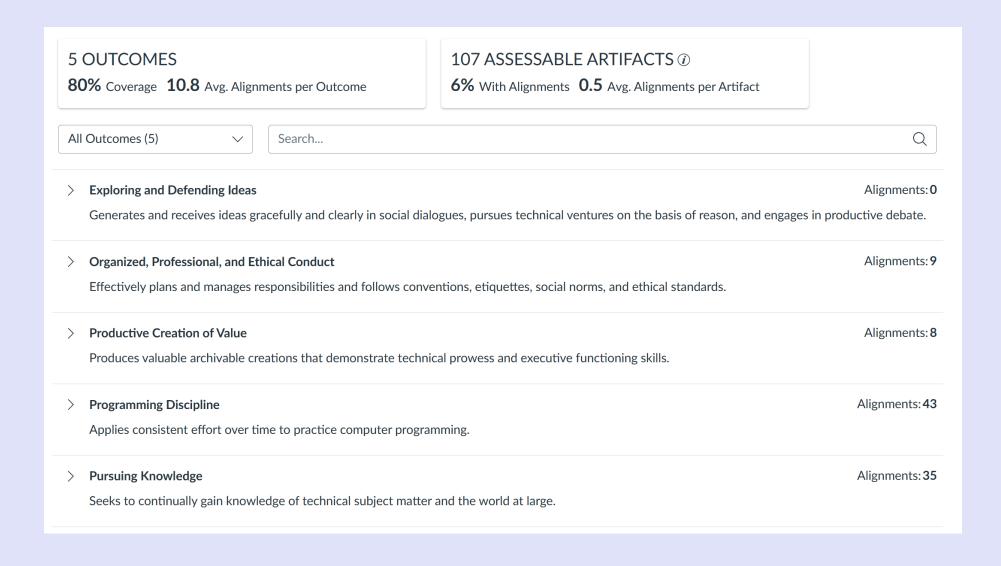
I chose five course outcomes carefully.

COURSE OUTCOMES

The course is designed to contribute to competency in the following outcome areas:

- **Exploring and Defending Ideas**: Generates and receives ideas gracefully and clearly in social dialogues, pursues technical ventures on the basis of reason, and engages in productive debate.
- Organized, Professional, and Ethical Conduct: Effectively plans and manages responsibilities and follows conventions, etiquettes, social norms, and ethical standards.
- Productive Creation of Value: Produces valuable archivable creations that demonstrate technical prowess and executive functioning skills.
- Programming Discipline: Applies consistent effort over time to practice computer programming.
- **Pursuing Knowledge**: Seeks to continually gain knowledge of technical subject matter and the world at large.

The LMS can reflect the course outcomes.



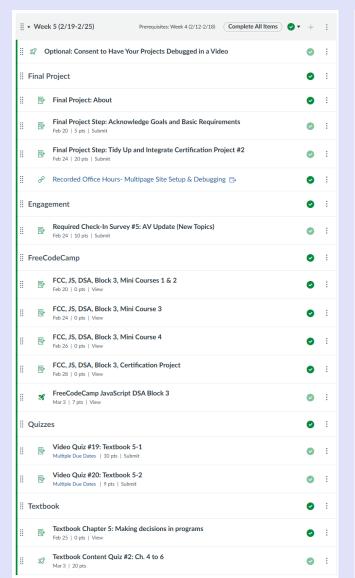
Grades reflect importance of outcomes.

GRADING/EVALUATION

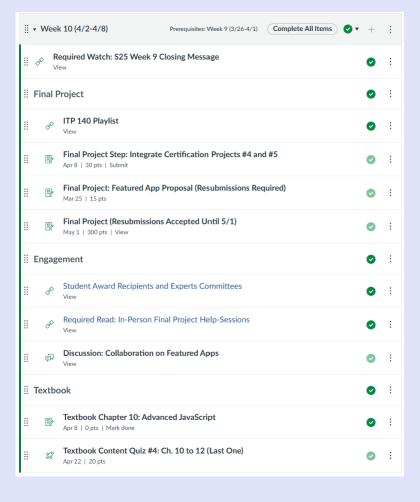
The final grade for the course will be determined as follows:

Engagement	15%
(Discussions, surveys, and other ways to express your	
ideas)	
Video Quizzes	10%
Content Quizzes	10%
Guided Programming Assignments	40%
(Building toward a FreeCodeCamp.org certification	
and your final project)	
Final Project	30%
(Parlaying your programming assignments into a	
public portfolio and building an additional app)	
Total	105% = 100% + 5% bonus

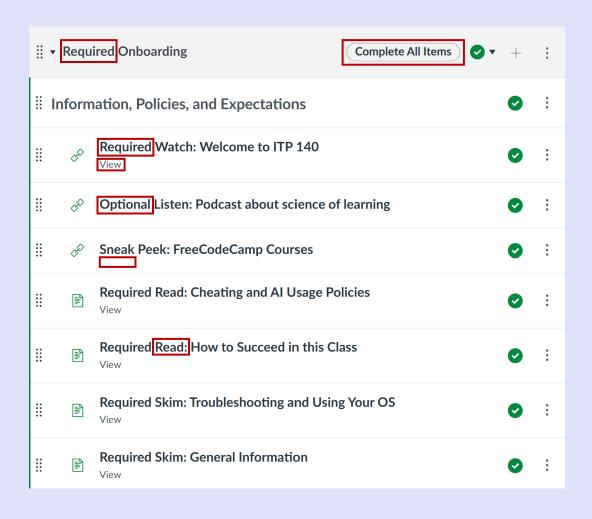
Modules are organized and well-labeled.



11	• Wee	7 (3/5-3/7, Spring Break Pause, 3/17-3/18) Prerequisites: Week 6 (2/26-3/4) Complete All Items ▼ ▼	+	:	
H	Spring Break Options				
H	Opt	ion 1: Take a real break from ITP 140 during spring break (3/10-3/14)	•	:	
H	Opt	ion 2: Use spring break to catch up and negotiate prior/missing work	•	:	
H	Final F	roject	•	:	
H	2	Final Project: Featured App Proposal (Resubmissions Required) Mar 25 15 pts Submit	0	:	
H	FreeC	odeCamp	0	:	
H	=	FCC, JS, DSA, Block 4, Mini Course 1 Mar 5 0 pts View	0	:	
H		FCC, JS, DSA, Block 4, Mini Course 2 Mur7 0 pts View	0	:	
:		FCC, JS, DSA, Block 4, Mini Course 3 Mar 17 0 pts View	0	:	
:	=	FCC, JS, DSA, Block 4, Certification Project Mar 18 0 pts View	0	:	
::	×	FreeCodeCamp JavaScript DSA Block 4 Mar 18 6 pts Submit	0	:	
:	Quizz	es.	•	:	
H	P	Video Quiz #28: Accessibility Pitfalls of Dynamic HTML Mar 18 10 pts Submit	0	:	
:		Video Quiz #26: Accessible Color Contrast Mar18 9 pts Submit	0	:	
:		Video Quiz #27: Accessible Font Sizing Mar18 7 pts Submit	0	:	
::		Video Quiz #28: JS Gym- Strings Mar 18 12 pts Submit	0	:	
:	P	Video Quiz #29: JS Gym- Variables Mar 18 12 pts Submit	0	:	
::	Engag	ement	0	:	
H		Record a Zoom Call Mar 25 40 pts View	0	:	
::	Textbo	ook	0	:	
H		Textbook Chapter 7: Creating functions Mar 18 0 pts View	0	:	
ii	\$2	Textbook Content Quiz #3: Ch. 7 to 9 Apr 1 20 pts	•	:	



Expectations aren't guesswork in the LMS.



 	ii Email Etiquette			
ii ii		Required Skim: Why to Up Your Email Game	•	•
::		Required Skim: Good and Poor Email Examples View	•	•
::		Required Skim: Replying to Emails View	•	•
::		Required Skim: Getting Ghosted via Email View	•	•
				•
ii.	×	Onboarding Quiz: 100% Grade Required Jan 24 20 pts Score at least 20.0	•	•
ii		Required Discussion: Email Roleplay Jan 24 10 pts Submit	•	•

1. Holding values is critical in the age of Al

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ITP 140 > Assignments > Final Project: Featured App Proposal (Resubmissions Required)

What to Submit?

Al generated or shallow submissions are not allowed. You must write this yourself thoughtfully. Al can certainly be part of your research process, however. Submit a detailed description of one <u>or more</u> ideas you have for the featured app portion of the final project. Explain why you want to do each idea in terms of your interests, life experiences, and/or career goals. Explain where you got the ideas. Do 10-30 minutes of research on technologies and approaches. Describe what sorts of techniques you want to use. Will you keep it simple? Will you throw in any advanced techniques? If you don't have some of the skills you need right now, what do you hope the class covers before you need to start working on this app? Estimate how long each idea will take you in total hours (research, dev time, debugging and testing, accessibility audits, etc.).

Students cared when it came to grades.



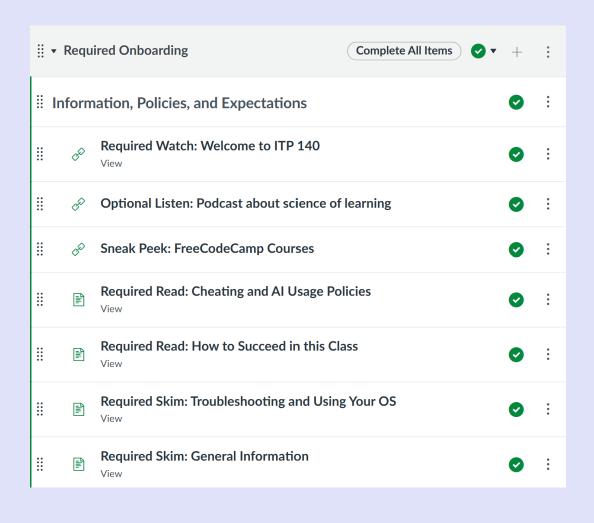


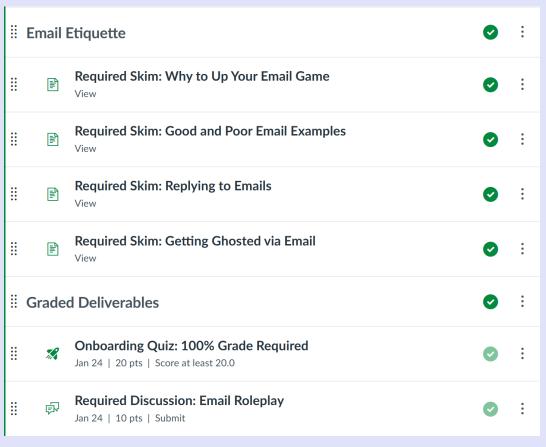
Exploring and Defending Ideas: Generates and receives ideas gracefully and clearly in social dialogues, pursues technical ventures on the basis of reason, and engages in productive debate.

2. "Soft" skills are part of the curriculum.

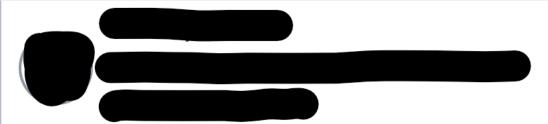
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Students began putting their skills to work.



Hey Mr. Gardella,

I'm in class until 1:20pm and I have to get some salt for my well after that. I'll be free any time after about 3pm.

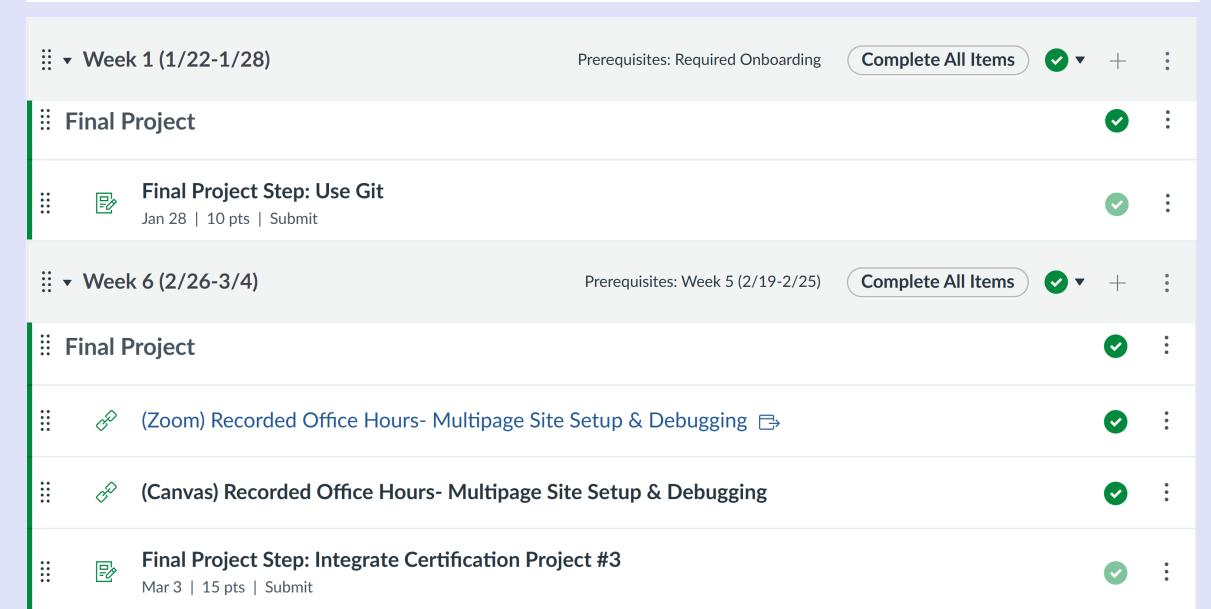
What time would work good for you?

Sincerely,

3. Programmers need archival work.

Productive Creation of Value: Produces valuable archivable creations that demonstrate technical prowess and executive functioning skills.

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Cooking Method Learning Path

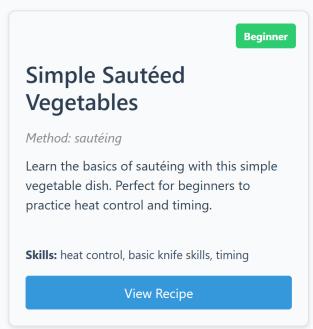
Master cooking techniques step by step

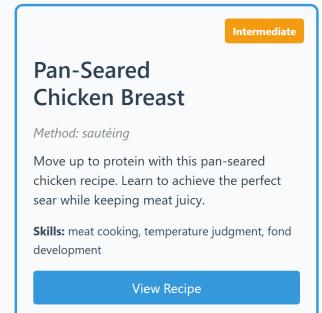
Use arrow keys to navigate between recipes. Press Enter or Space to view recipe details. In the recipe details, press Escape to close.

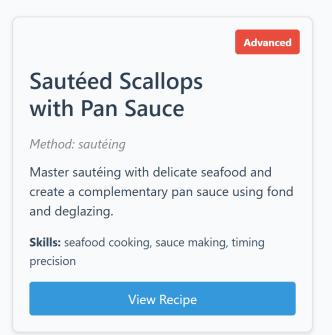
Difficulty Level: All Cooking Method: All

Your Learning Path

Select a cooking method and difficulty level to find recipes that will help you master new techniques. Start with beginner recipes and work your way up!









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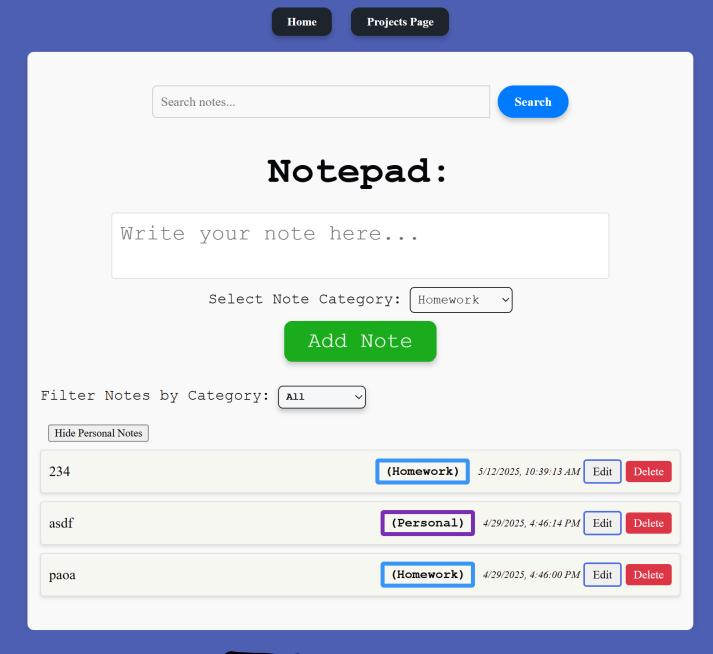
Contact Me

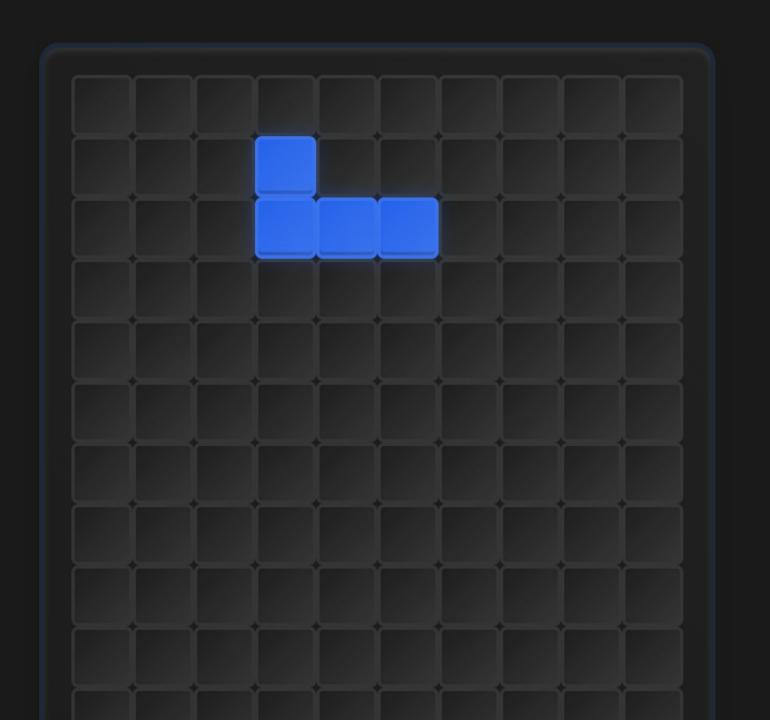
Your Name

Your Email

Your Message



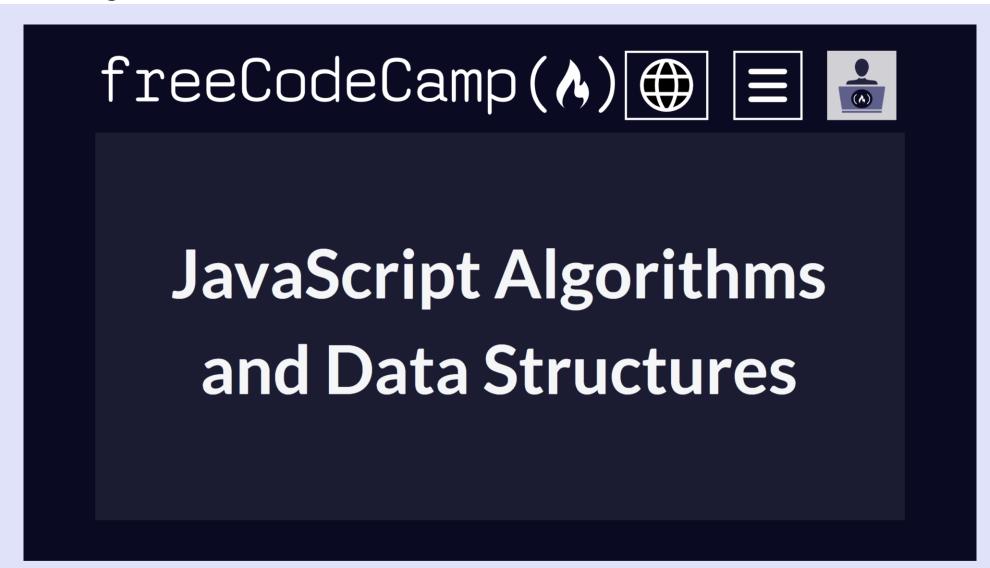




Score: 0

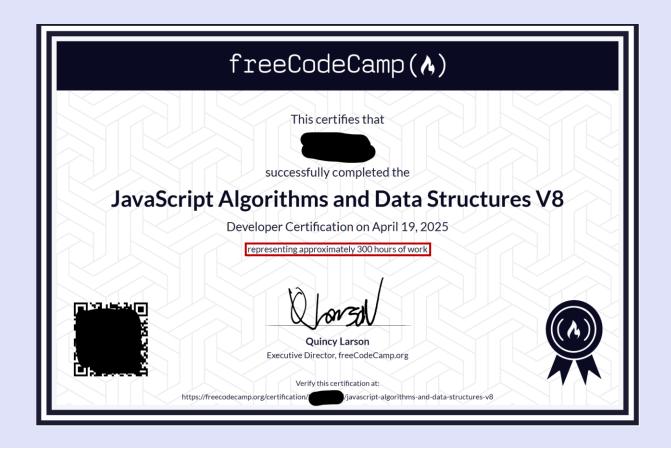
Hide Game

4. Practice makes perfect.





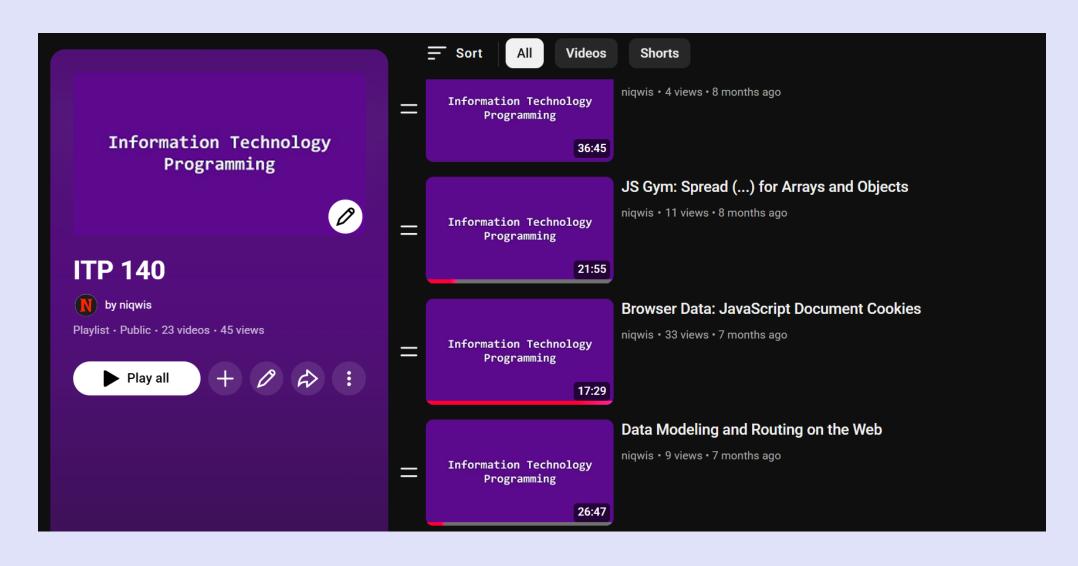
Over half the class earned a certificate.



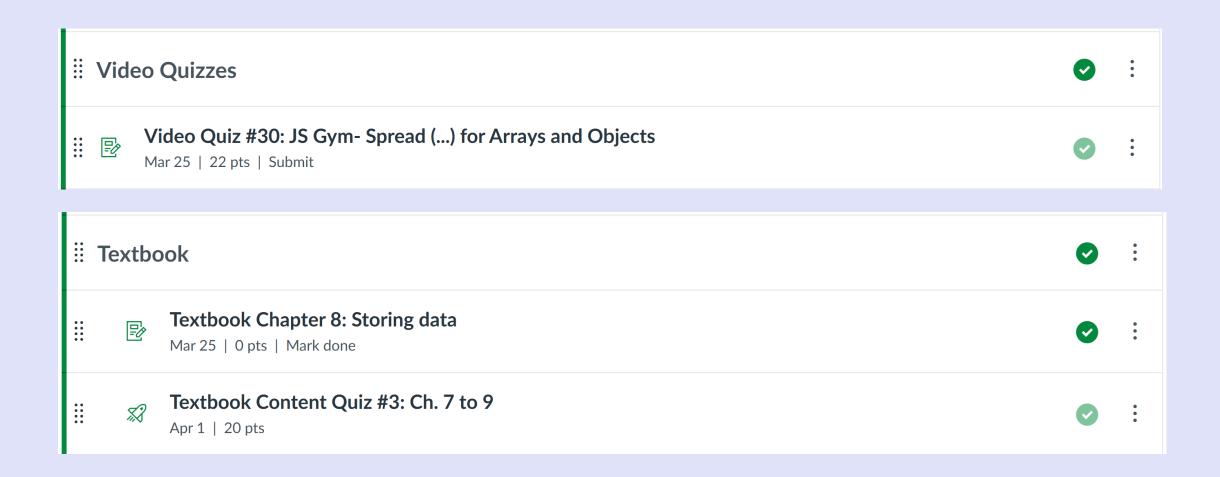
5. Not all learning is making or doing.

Pursuing Knowledge: Seeks to continually gain knowledge of technical subject matter and the world at large.

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Students liked to learn new things.

"videos you posted are incredibly detailed and very clear and easy to understand"

Students liked to learn new things.

"lectures were engaging"

Did it work overall?

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Students appreciated structure.

"your assignments are well planned out and organized... 10/10 for this"

Students appreciated structure.

"assignments also feel 'good' I guess is the best way to explain it. It feels like they fit for what the class expectation is"

Students appreciated structure.

"Communication during the course was perfect."

My Cat Project

Home Projects Page

