**Mr. Gober’s First Day of School Script**

Greet each student at the door:

* hand each student a classroom rules sheet
* direct them toward their assigned seat (alphabetical)
* tell student to read and understand the rules sheet and place in Computer Science folder
* tell student to complete “Getting to Know You” that is placed on desk
* finish greeting the last to arrive in class

Welcome students to class and introduce myself:

* name
* talk about family
* education
* where I'm from and where I live
* tell them why I wanted to teach

Arriving and leaving class:

* teach procedure for arriving in class
* teach procedure for dismissal from class

“Good Morning, welcome to Computer Science. Here is a classroom rules sheet. Please take it to your desk. Seats are assigned alphabetically. Here is your desk. Read these rules carefully and place in a folder that you would like to designate as your CS folder. Then you may complete this “Getting to Know You” worksheet. It will help me get to know you a little better.”

“Well, I think that this is all of us. It looks like we have all arrived safely this morning. I’m glad to have you in CS this year. I expect to have a wonderful year. My name is Mr. Gober. I have a wife, no kids yet. I grew up in Baytown, TX and went to college here in Longview. I wanted to become a teacher to encourage students to use technology every day to improve their lives. “

“Each time you enter the classroom, I expect you to come in quietly and sit down in your assigned seat. There will be a warm-up activity on the board or placed on your desk for you to complete. When exiting the room, it will always be orderly. Remember, I dismiss the class, not the bell.”

Explain rules and daily procedures:

* refer to the rules that are posted at front
* explain discipline plan and refer to poster
* go over procedures and refer to poster
* talk about make-up work

Respecting the classroom and computers:

* refer to classroom rules and procedures
* teach them to be responsible for the computers and materials

Explain periodic programming assignments:

* some will be collaborative, others will be independent

“There are some rules that we must follow each day. Drinking and eating in the lab is against school policy. Be on time. Treat computers, books, supplies, and others with respect. Do your own work and always remember to clean up after yourself. Lack of respect toward adults and classmates will not be tolerated. Bullying will also not be tolerated. In the case that a persistent problem is occurring, after a warning is issued, students will be subject to having a parent contacted and/or seeing a campus discipline officer. Any time you have a need, please raise your hand and wait to be called on. Class sets of textbooks are at the back of the room, you have permission to get one. Place it back on the shelf after class. Students must seek teacher approval before printing a document. If you are absent, you are given as many days to make up the work as days you were absent.”

“Again, please be sure to clean up after yourself. Leave your work station neat and orderly. If you get a book from the shelf, please replace it when you are finished. Be respectful of the property of others.”

“One of our main goals this year is to learn to program. If you already have experience programming, I hope to enhance those skills. We will have 2 programs each Six Week period. Sometimes we will collaborate and other times, the assignment will be for you to complete by yourself.”