

Grade 10 English Language Arts Outline

Room 230 - C Block - September 20XX to January 20XX

Mr. T Zilkie

Course Description and Objectives

The ELA course covers a variety of purposes for the six language arts: writing, reading, speaking, representing, viewing, and listening. Students will spend an equal amount of time working with texts and creating their own. Each unit of study will address a variety of curricular outcomes while targeting specific outcomes for assessment.

In addition to the thematic units listed in the syllabus, there will be 3 book reports required throughout the course. These are to be completed, in part, outside of class time. Students may complete these reports on any three books they choose. Further guidelines and expectations will be provided. Students will begin every class with 10 minutes of silent reading, and one day each month will be allocated to in class work on these reports.

General Learning Outcomes

Students will listen, speak, read, write, view and represent to...

1. Explore thoughts, ideas, feelings, and experiences
2. Comprehend and respond personally and critically to oral, literary, and media texts
3. Manage ideas and information
4. Enhance the clarity and artistry of communication
5. Celebrate and build community

Course Evaluation Structure

This course is designed like a multiplayer game. Students will earn experience for Crafting (Quick-Writes and other writing tasks), completing Quests (Presentations and Projects), and defeating Bosses (Quizzes and Exams). Your grade will be based on your experience level at the end of the course.

Level	XP	Grade
Level Eight	1950	A+
Level Seven	1700	A
Level Six	1500	B+
Level Five	1400	B
Level Four	1200	C+

Level Three	1100	C
Level Two	1000	D
Level One	0	F

Assignments

There will be a variety of assignments throughout the term, for which details will be provided later.

- Quick-Write assignments: (15 x 20 Exp) = 300
- Short stories and essays (4 x 75) = 300
- Book Reports (3 x 100) = 300
- Presentations (2 x 50) = 100
- Book Quizzes (5 x 100) = 100
- Exam (1 x 500) = 500

There are also means of earning bonus experience points throughout the term, and each level you gain earns a variety of awards as well.

Extra Lives

Every student has 3 Hearts. Any time a student wishes to retake a test or rewrite an assignment, they can choose to lose a heart to try again. Students can gain additional Hearts throughout the term through various activities and will be mentioned by the instructor ahead of time.

Late Assignments

Students will suffer a 30% penalty to their experience gained for every day that their assignment is late, to a maximum of 90%. A student can opt to lose half a Heart to negate this penalty for a day. For example, if you finished your assignment two days late, you can use up a Heart and still get full marks. The choice is yours!

Badges, Achievements, and Awards

You will be given the opportunity to collect badges throughout the course which come with different rewards. Some of them could be as simple as being allowed to have your phone out for a class to gaining bonus experience to receiving school supplies or a small candy. Some examples of badges you will encounter include:

- Handing in an assignment more than a day early
- Offering to tutor a student who missed a class
- Getting over 95% on three assignments in a row.