

Scoring Rules PSYCH 10: Introduction to Biological Psychology

Course Assignments:

As a standard rule, a college course requires 3 hours of work per week per unit. However, in this Late-Start course, we are scheduled for 4 hours of class per week. Therefore, students in this 3-unit course should expect to spend 12 hours a week on this course: 4 hours in class and eight hours outside of class. Outside of class, you should spend this time reviewing your class notes, reading assignments, watching assigned videos, preparing for class discussions, completing homework assignments, and studying frequently.

1. EXAMS (GAMES)

In this course, there will be 4 non-cumulative games. Each game will be scored out of 100% points. See the course schedule for game dates. Games include a mix of multiple choice, true/false, and matching questions.

Policy for arriving late to a game: The game is over when the last student who arrived on time finishes. If you are late to a game, you must turn in your scorecard at the time that the last student who arrived to the game on time turns in his/her score card.

2. HOMEWORK (TRAINING)

Before almost every class meeting, you will complete a homework assignment. Expect about 23 assignments over the semester. These assignments will require you to read, watch a video, complete an online tutorial, etc. Along with the activity, you will be given a list of questions that you should be able to answer after completing the activity. You do NOT need to turn in your answers. Instead, you will complete a "quiz" on Canvas covering the information in the assignment. These Canvas quizzes will be due before you come to class. In class, you will be expected to KNOW the material from the homework. I encourage you to take handwritten notes while doing these assignments and to bring these notes to class.

Quizzes will consist of 5 questions (multiple choice, true/false, matching, fill-in-the-blank, etc.) based on the posted homework and will be scored out of 10 points. You may attempt each homework quiz twice, but you may get slightly different questions each time. The score from your highest attempt will count towards your semester grade.

You will have 8 minutes to complete each quiz attempt. You must complete the attempt in one sitting, and you cannot pause the timer. These quizzes are meant to be quick checks that you are ready for class and KNOW the material (not that you are skilled at looking up answers as needed). I recommend that you take notes and answer the provided questions on your own before beginning the quiz.

All quiz attempts are due by 11:59pm on the due date in Canvas. Yes, you will be taking each quiz before we discuss the material in class; college professors expect that you have completed the reading before arriving to lecture. Biological psychology is a detailed subject, and it is absolutely necessary that you come to class prepared. These assignments are designed to give you the background knowledge that you need to understand before arriving in the classroom. We will take this knowledge and build off of it in class discussions, activities, and lectures.

You are expected to complete all assigned quizzes because you ALWAYS need the background knowledge to prepare you for class. However, I understand that life happens, so I will drop your one lowest homework assignment grade. I may also provide extra credit opportunities that will allow you to make up missed homework assignment points.

3. RESEARCH PROJECT (PLAY-OFFS)

At the end of the semester, students will present research on Current Topics within Biological Psychology to their classmates. In addition, they will submit a 2-3 page paper exploring this research, its implications, and how it relates to materials discussed in class. Students will also have the opportunity to present a poster presentation of their research at the Student Research Conference on the Petaluma Campus on Thursday, Dec. 6 from 2-5pm.

SEMESTER GRADES:

At the end of the semester, your grade will be based on the percentage of the total points that you have scored:

1. Games (400 points) and Training (about 230 points) = 85%
2. Research Project (110 points) = 15%

At the end of the semester (aka season), grades will be rounded off to the nearest whole percentage (below 0.5 rounds down; 0.5 or above rounds up). Semester letter grades will be assigned as follows:

A ≥ 90% (or 665-ish total points)
B ≥ 80% (or 592-ish total points)
C ≥ 70% (or 518-ish total points)
D ≥ 60% (or 444-ish total points)
F < 60% (or 443-ish or fewer total points)

(Note: Santa Rosa Junior College does not offer +/- grades.)

All grades will be posted in the Canvas grade book, so you always know how you are doing in this course. In Canvas, do NOT uncheck the box that says "Calculate grades based only on graded assignments"! Doing so will only make you panic. It assumes you have a zero on every assignment that I have not graded.

Canvas also has a cool feature where YOU can enter grades for future assignments, and it will calculate what your resulting course grade would be. This is a great way for you to figure out what you need to earn on the last exam in order to move up a letter grade, instead of emailing the instructor (*hint hint*).

LET'S HAVE A GREAT SEASON!