

COMPUTER GRADE 6 – 9:00-9:40

Monday 1-13-2020

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Tuesday 1-14-2020

Topic: Guidance Career Planning – Rotation D - Lasko

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Guidance Career Planning

Wednesday 1-15-2020

Topic: Guidance Career Planning – Rotation E - Sepos

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Guidance Career Planning

Thursday 1-16-2020

Topic: Guidance Career Planning – Rotation A - Seige

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Guidance Career Planning

Friday 1-17-2020

Topic: Guidance Career Planning – Rotation B - Strausser

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Guidance Career Planning

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 1-13-2020

Topic: Guidance Career Planning – C Rotation – Besic

Objective: The student will complete career readiness activities using the ccspark website.

Assignment: None

Upcoming events: Guidance Career Planning

Tuesday 1-14-2020

Topic: Guidance Career Planning – D Rotation - DeAngelo

Objective: The student will complete career readiness activities using the ccspark website.

Assignment: None

Upcoming events: Guidance Career Planning

Wednesday 1-15-2020

Topic: Guidance Career Planning – E Rotation – Glassman

Objective: The student will complete career readiness activities using the ccspark website.

Assignment: None

Upcoming events: Guidance Career Planning

Thursday 1-16-2020

Topic: Guidance Career Planning – A Rotation – Truby

Objective: The student will complete career readiness activities using the ccspark website.

Assignment: None

Upcoming events: Guidance Career Planning

Friday 1-17-2020

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

CHS INTRO TO JAVA PROGRAMMING

Monday 1-13-2020

Topic: JAVA Fundamentals – Chapter 5 Programming Challenges

Objective: The students will go to our Google classroom and complete the following program challenge: IsPrime. This program will compute if a number is prime or not. They will export the Java file and submit it to our online classroom for grading.

Assignment: Submit the IsPrime program to our online classroom for grading.

Upcoming Events: Programming Challenges

Tuesday 1-14-2020

Topic: JAVA Fundamentals

Objective: The students will complete any outstanding assignments and/or programs. The teacher will help as needed.

Assignment: Submit outstanding assignments and/or programs to our online classroom for grading.

Upcoming Events: JAVA Fundamentals – 6.1 – Objects and 6.2 – Writing a Simple Class

Wednesday 1-15-2020

Topic: JAVA Fundamentals – 6.1 – Objects and 6.2 – Writing a Simple Class

Objective: The students will read Chapter 6 section 6.1 and section 6.2. We will discuss what objects are, how they are created, and how they are used. We will compare primitive variables to objects. The students will learn how to create and use objects by importing an ObjectDemo.java program. They will compile and run the program so they can see the results. We will discuss how to create a UML document that can be used to create a class. The students will create a Rectangle class that has two primitive fields and four methods. We will write the class from scratch by writing the code for the primitive variables and the setLength and setWidth methods. The students will write the LengthDemo.java program that will call the newly created Rectangle class. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: JAVA Fundamentals – 6.2 – Writing a Simple Class

Thursday 1-16-2020

Topic: JAVA Fundamentals – 6.2 – Writing a Simple Class

Objective: The students will continue to read Chapter 6 section 6.2. The students will continue to add methods to the Rectangle class. We will write the code for the getLength and getWidth methods. The students will write the LengthWidthDemo.java program that will call the newly created Rectangle class methods. They will compile and run the programs so they can see the results. We will also write the code for the getArea method and write the RectangleDemo.java program that is based on the LengthDemo.java program and will call the new method. The students will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: JAVA Fundamentals – 6.2 – Writing a Simple Class and 6.3 – Instance Fields and Methods

Friday 1-17-2020

Topic: JAVA Fundamentals – 6.2 – Writing a Simple Class and 6.3 – Instance Fields and Methods

Objective: The students will continue to read Chapter 6 section 6.2 and section 6.3. We will discuss how to add more documentation for the various objects to a UML document that will be used to create a class. The students will write a UML document for the Rectangle class. Accessors and Mutators will be discussed along with why hiding data is important and why we need to watch out for stale data. We will discuss why classes have their own instance fields and methods. The students will learn how to create and use many instances by importing a RoomsArea.java program. They will compile and run the program so they can see the results.

Assignment: None

Upcoming Events: Chapter 6 - Constructors

BUILDING VIRTUAL WORLDS

Monday 1-13-2020

Topic: Virtual World Maze Project

Objective: The students will finish work on their maze. It is due today.

Assignment: Submit Maze project to our online classroom for grading.

Upcoming Events: Maze Presentation

Tuesday 1-14-2020

Topic: Virtual World Maze Presentations

Objective: The students will present their mazes to the class. Classmates will try to navigate through each maze and reach the final destination.

Assignment: None.

Upcoming Events: Maze Presentation

Wednesday 1-15-2020

Topic: Course Syllabus and GDevelop Pre-Knowledge Quiz

Objective: The teacher will go over the syllabus, classroom rules, expectations and course content. The students will login into the Google classroom. They will take the pre-knowledge GDevelop quiz. After the quiz, they will download and install the GDevelop program under their network login accounts. Once installed, they will start up the GDevelop program to ensure everything is working properly. The teacher will demonstrate some of the 2D games that the students will be creating in this class.

Assignment: None

Upcoming Events: Endless Runner

Thursday 1-16-2020

Topic: Game Ideas

Objective: The teacher will discuss creating new games and the process of coming up with new game ideas. The students will watch a video of the top 10 ways to come up with game ideas.

Assignment: None

Upcoming Events: Endless Runner

Friday 1-17-2020

Topic: Game Ideas

Objective: The teacher will go to the app store and show the students all the different types of games. We will discuss the difference between free games and paid games. They will see that the top 100 games are free games that make their money from ad placements within their games. The students will watch a video of the top ways to make a hit game.

Assignment: None

Upcoming Events: Endless Runner

COMPUTER 7

Monday 1-13-2020

Topic: Google Forms

Objective: The students will create a new form using Google forms. They will learn how to use all of the editing tools. They will learn how to create true/false questions, multiple choice questions, checkboxes, scales, grids, and paragraph text. Making the form live so users can enter information will be discussed. The students will add themes to make the form more presentable. They will be shown how to see and graph the results of the information that was entered into the form.

Assignment: None

Upcoming Events: Computer Generated Logo Design

Tuesday 1-14-2020

Topic: Google Forms

Objective: The students will use a Google Form to create a 5 question survey about a chosen topic. Each student will share a link of their form with 3 fellow classmates. Those students will take the surveys that were sent to them.

Assignment: Submit the Google Form to our online classroom for grading.

Upcoming Events: Computer Generated Logo Design

Wednesday 1-15-2020

Topic: Computer Generated Logo Design

Objective: The students will create logos using www.graffiticreator.net. The teacher will demonstrate how to create graffiti type fonts and how to save the newly created logo in a Google Drawing using the print screen function. The logo will be used when the students begin to learn how to build websites.

Assignment: Submit Logo to our online classroom for grading.

Upcoming Events: Google Sites

Thursday 1-16-2020

Topic: Google Sites

Objective: The students will create a new website using Google Sites. They will learn how to use the entire page editing tools and the various themes. This site will remain private and be shared only with the teacher. Header types, sharing and permissions, inserting text boxes, inserting images, section background, site analytics, and colors and font settings will be demonstrated.

Assignment: None

Upcoming Events: Inserting items, adding pages, and navigation to Google Sites

Friday 1-17-2020

Topic: Google Sites

Objective: The students will embed url's add items from Google drive, add Google embedded items, add Google Docs, Google Calendars, and videos to their website. All of the tools will be demonstrated and the students will add one of each item type to their websites. The students will learn how to add more pages to their Google site. The students will add several web pages and content to their web sites. The navigation and sidebar tools will be discussed using the edit site layout menus. The students will create a navigation and sidebar system on their website. We will work with the publishing tools.

Assignment: None

Upcoming Events: Google Site Project