

## COMPUTER GRADE 6 – 9:00-9:40

Monday 1-20-2020

**Topic:** In-Service Day – Rotation B - Strausser

**Objective:** None

**Assignment:** None

**Upcoming events:** Guidance Career Planning

Tuesday 1-21-2020

**Topic:** No Class Today – Rotation C

**Objective:** None

**Assignment:** None

**Upcoming events:** None

Wednesday 1-22-2020

**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

Thursday 1-23-2020

**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

Friday 1-24-2020

**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

## COMPUTER GRADE 3 – 9:45 – 10:25

Monday 1-20-2020

**Topic:** No Class Today – B Rotation

**Objective:** None

**Assignment:** None

**Upcoming events:** None

Tuesday 1-21-2020

**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

Wednesday 1-22-2020

**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

Thursday 1-23-2020

**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

Friday 1-24-2020

**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

## CHS INTRO TO JAVA PROGRAMMING

Monday 1-20-2020

**Topic:** In-Service Day

**Objective:** No School

**Assignment:** None

**Upcoming Events:** Programming Challenges

Tuesday 1-21-2020

**Topic:** JAVA Fundamentals – 6.4 – Constructors

**Objective:** The students will read Chapter 6 section 6.4. We will discuss how to initialize objects by using a constructor. The students will modify the Rectangle.java class and the CronstructorDemo.java program by including code for a constructor. They will compile and run the program so they can see the results. Default constructors and String class constructors will also be discussed and demonstrated.

**Assignment:** None

**Upcoming Events:** JAVA Fundamentals – 6.5 – Passing Objects as Arguments, 6.6 – Overloading Methods and Constructors, 6.7 – Scope of Instance Fields

Wednesday 1-22-2020

**Topic:** JAVA Fundamentals – 6.5 – Passing Objects as Arguments, 6.6 – Overloading Methods and Constructors, 6.7 – Scope of Instance Fields

**Objective:** The students will read Chapter 6 sections 6.5, 6.6, and 6.7. We will discuss passing objects as arguments, how to overload methods and constructors and how to determine the scope of instance fields. The students will download the DieArgument.java, Die.java, Overload.java, BankAccount.java, and AccountTest.java programs. They will compile and run the programs so they can see the results. Shadowing will also be discussed and demonstrated.

**Assignment:** None

**Upcoming Events:** JAVA Fundamentals – 6.8 – Packages and Import Statements and 6.9 Focus on Object-Oriented Programming

Thursday 1-23-2020

**Topic:** JAVA Fundamentals – 6.8 – Packages and Import Statements and 6.9 Focus on Object-Oriented Programming

**Objective:** The students will read Chapter 6 sections 6.8 and 6.9. We will discuss the different type of classes in the Java API and how they are organized in the Java API. The students will add explicit and wildcard statements to their Rectangle.java class and the ClassDemo.java

program. They will compile and run the program so they can see the results. The students will learn how to pass objects to methods by importing the DieArgument.java program and the Die class. They will compile and run the program so they can see the results. We will also discuss how to focus on object-oriented programming and how to find the classes and their responsibilities.

**Assignment:** None

**Upcoming Events:** Chapter 6 Programming Challenges

Friday 1-24-2020

**Topic:** JAVA Fundamentals – Chapter 6 Programming Challenges

**Objective:** The students will go to our Google classroom and complete the following program challenge: Employee Class. This program will create a class to store employee values. They will export the Java files and submit them to our online classroom for grading.

**Assignment:** None

**Upcoming Events:** Programming Challenges

## GAME MAKER PROGRAMMING

Monday 1-20-2020

**Topic:** In-Service Day

**Objective:** No School

**Assignment:** None

**Upcoming Events:** Endless Runner

Tuesday 1-21-2020

**Topic:** GDevelop Introduction

**Objective:** The teacher will introduce the GDevelop interface to the students. They will learn how to use conditions and actions within their games. We will create a platform and a player and learn how to make the player move on them and collide with them. The students will create their first object and learn how to import an image and use the piskel editor. They will add behaviors to their objects.

**Assignment:** None

**Upcoming Events:** Endless Runner Game

Wednesday 1-22-2020

**Topic:** Endless Runner Game

**Objective:** An endless runner game is similar to the Flappy Birds game. The teacher will introduce the concept of an endless runner and show some examples that other people have created. The students will download the Endless Runner resources from the Google classroom shared folder. The students will create and name scenes, objects, and variables using proper programming conventions. They will create a new game scene, the player object and an object for the platform. They will drag and drop the platform and player objects from the Objects tab and place them within their scene. They will complete steps 1-6 in the instructions with the help of the teacher.

**Assignment:** Save the game as “Endless Runner”

**Upcoming Events:** Adding more elements to the Endless Runner game

Thursday 1-23-2020

**Topic:** Endless Runner Game

**Objective:** The students will begin creating events to make their game functional. They will animate the player when it jumps and make the platforms move on their own. They will make the character play the Run animation when it is on the floor and make the platforms endless. The students will work on step 7 in the instructions with the help of the teacher.

**Assignment:** Save the game as “Endless Runner”

**Upcoming Events:** Adding more elements to the Endless Runner game

Friday 1-24-2020

**Topic:** Endless Runner Game

**Objective:** The students will add states to our game. States describe the status of our game. It can be considered as a flag, to detect when the character is in action or when the character has fallen off the platform. This is needed to decide a “Game Over” state and therefore, restarting the game. They will learn about scene variables and sub-events. They will add code to restart the game. The students will work on step 7 in the instructions with the help of the teacher.

**Assignment:** Save the game as “Endless Runner”

**Upcoming Events:** Adding more elements to the Endless Runner game

## COMPUTER 7

Monday 1-20-2020

**Topic:** In-Service Day

**Objective:** No School

**Assignment:** None

**Upcoming Events:** Google Sites

Tuesday 1-21-2020

**Topic:** Google Sites

**Objective:** The students will create a Google website using all of the Google page templates and tools. They will pick a topic that interests them and create at least 5 pages within their website. They must use at least 5 different items that we learned in class. Each page is worth 10 points each. I will be looking for relevant subject matter on each page that is about your chosen topic. The teacher will go over the requirements for the Google website project. The students will begin work on their own personal website.

**Assignment:** None

**Upcoming Events:** Google Sheets

Wednesday 1-22-2020

**Topic:** Google Sites

**Objective:** The students will work on their Google site project. It is due tomorrow.

**Assignment:** None

**Upcoming Events:** Google Sheets

Thursday 1-23-2020

**Topic:** Google Sites

**Objective:** The students will finish work on their Google Site project.

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

**Upcoming Events:** Google Sheets

Friday 1-24-2020

**Topic:** Google Sheets Basics

**Objective:** The students will learn how to use the basics of the Google Sheets program. They will work with pre-made files and learn how to open, save, and close them. In addition, they will learn about the ribbon, rows, columns, cells, font settings, selecting, zoom tools, cut, copy, paste, and changing the fonts, sizes and colors of text. Clipboard, alignment, number, and style tabs will be discussed.

**Assignment:** None

**Upcoming Events:** Google Sheets Project