COMPUTER GRADE 6 – 9:00-9:40

Monday 10-14-2019

Topic: No School Today – Rotation E - Sepos

Objective: No School Today

Assignment: None

Upcoming events: Game Design using Gamestar Mechanic – Lesson 1 – Terms and Concepts

Tuesday 10-15-2019

Topic: Game Design using Gamestar Mechanic – Lesson 1 – Terms and Concepts – Rotation A - Siege

Objective: The students will be learning all about game design and how games are created. They will create accounts at http://gamestarmechanic.com/join/ElementaryGD. The teacher will explain how the game building site works and the students will play through the first Gamestar Mechanic quest, episodes 1 and 2. These episodes will help them understand the terms and concepts that are used in game design. They can play individually or in partners

Assignment: Work on Episodes 1 and 2.

Upcoming events: Game Design using Gamestar Mechanic – Lesson 2 – Core Design Elements

Wednesday 16-9-2019

Topic: Game Design using Gamestar Mechanic – Lesson 2 – Core Design Elements – Rotation B - Strausser

Objective: The students will understand that games are systems and they must be familiar with the elements of a system. Students will explore a game system by editing the Change the Element template game. They will play through Episodes 3 and 4 of Gamestar Mechanic. They can login via the front page login now that their accounts have been created.

Assignment: Work on Episodes 3 and 4.

Upcoming events: Game Design using Gamestar Mechanic – Lesson 3 – Balance

Thursday 10-17-2019

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Friday 10-18-2019

Topic: Game Design using Gamestar Mechanic – Lesson 2 – Core Design Elements – Rotation D - Lasko

Objective: The students will understand that games are systems and they must be familiar with the elements of a system. Students will explore a game system by editing the Change the Element template game. They will play through Episodes 3 and 4 of Gamestar Mechanic. They can login via the front page login now that their accounts have been created.

Assignment: Work on Episodes 3 and 4.

Upcoming events: Game Design using Gamestar Mechanic – Lesson 3 – Balance

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 10-14-2019

Topic: No School Today – E Rotation – Glassman

Objective: No School Today

Assignment: None

Upcoming events: Google Docs

Tuesday 10-15-2019

Topic: Google Sharing Features – A Rotation – Truby

Objective: The students will open a Google Drawing and share it with another classmate. The teacher will show them all the different sharing rules and demonstrate sharing a document with a student. The students will collaborate inside the shared drawing. They will also be allowed to create a shared Google document.

Assignment: None

Upcoming events: Google Slides

Wednesday 10-16-2019

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Thursday 10-17-2019

Topic: Google Docs Writing Prompt – C Rotation – Besic

Objective: The students will complete a 15-minute writing prompt based on the following: "If you were a witch or a warlock and could cast a spell, what would it be? Describe the steps in making the spell. What happens to the person if you cast the spell on them?"

Assignment: None

Upcoming events: Google Slides

Friday 10-18-2019

Topic: Google Docs Writing Prompt – D Rotation – DeAngelo

Objective: The students will complete a 15-minute writing prompt based on the following: "If you were a witch or a warlock and could cast a spell, what would it be? Describe the steps in making the spell. What happens to the person if you cast the spell on them?"

Assignment: None

Upcoming events: Google Slides

CHS INTRO TO JAVA PROGRAMMING

Monday 10-14-2019

Topic: No School Today

Objective: No School Today

Assignment: None

Upcoming events: JAVA Fundamentals – 3.3 Nested "if" Statements

Tuesday 10-15-2019

Topic: JAVA Fundamentals – 3.3 Nested "if" Statements

Objective: The students will read Chapter 3 section 3.3. We will discuss using decision structures such as the nested "if" statement. The students will create a LoanQualifier.java program that uses nested "if" decision making structures. We will compile and run the program several times using different data so the students can see the results.

Assignment: None

Upcoming Events: Multiple Nested Decision Structures

Wednesday 10-16-2019

Topic: JAVA Fundamentals – 3.3 Multiple Nested Decision Structures

Objective: The students will use pseudocode and flowcharting structures to write a program that determines a letter grade based on a grading scale. The teacher and the students will examine a flowchart from the “In the Spotlight” example on page 126 and write each line of code that corresponds to the flowchart. When all the code is written, we will have created a NestedDecision.java program that uses multiple nested “if” decision making structures. We will compile and run the program several times using different data so the students can see the results. The students will read Chapter 3 section 3.4. We will discuss using decision structures such as the “if-else-if” statement and the trailing “else” statement. The students will modify the NestedDecision.java program to use “if-else-if” statements instead of the nested “if” decision making structure. The program will be saved as TestResults.java. We will compile and run the program several times using different data so the students can see the results. The students will compare and analyze the use of the “if-else-if” statement to the nested “if” decision structure.

Assignment: None

Upcoming Events: Checkpoint problems: number 3.14 and 3.15

Thursday 10-17-2019

Topic: JAVA Fundamentals – 3.4 “if-else-if” Statement

Objective: The students will complete the following Checkpoint problems: number 3.14 and 3.15. They will not be allowed to use a compiler to find the answer. They must figure out the logic on paper and write their answers in a Google Doc.

Assignment: Submit the checkpoint problems using a Google Doc to our online classroom for grading.

Upcoming Events: Logical Operators

Friday 10-18-2019

Topic: JAVA Fundamentals – 3.5 Logical Operators

Objective: The students will read Chapter 3 section 3.5. We will discuss using the logical operators “and” and “or”. The students will create a LogicalAnd.java program that uses “if” decision making structures and logical operators. We will compile and run the program several times using different data so the students can see the results. The students will also modify the LogicalAnd.java program to use a logical “or” statement. We will discuss using the logical operator “not” and the precedence order of logical operators. In addition, students will check numeric ranges with logical operators.

Assignment: None

Upcoming Events: Comparing String Objects

BUILDING VIRTUAL WORLDS

Monday 10-14-2019

Topic: No School Today

Objective: No School Today

Assignment: None

Upcoming events: Terrain Presentation

Tuesday 10-15-2019

Topic: Virtual World Terrain Project

Objective: The students have learned how to create the terrain for a virtual world. The students will create a themed terrain that will contain a skybox, sound, and sunlight. They will work with a partner. They will be required to use several layers, textures, meshes, and sound effects. They will present their project to the class using the Virtual Reality Room. This activity is designed to see what they can do with their newly learned skills. The teacher will discuss the requirements of the project and the grading rubric.

Assignment: Work on Virtual Terrain project

Upcoming Events: Terrain Presentation

Wednesday 10-16-2019

Topic: Virtual World Terrain Project

Objective: The students will continue to work on their virtual terrain.

Assignment: Work on Virtual Terrain project

Upcoming Events: Terrain Presentation

Thursday 10-17-2019

Topic: Virtual World Terrain Project

Objective: The students will continue to work on their virtual terrain.

Assignment: Work on Virtual Terrain project

Upcoming Events: Terrain Presentation

Friday 10-18-2019

Topic: Virtual World Terrain Project

Objective: The students will continue to work on their virtual terrain.

Assignment: Work on Virtual Terrain project

Upcoming Events: Terrain Presentation

COMPUTER 7

Monday 10-14-2019

Topic: Vacation Day

Objective: No School

Assignment: None

Upcoming Events: Google Sheets Project

Tuesday 10-15-2019

Topic: Google Spreadsheets

Objective: The students will be given a package of Fruit Snacks in a sealed plastic bag and asked to estimate (guess) how many of each color they have. The estimates will be recorded on a Google spreadsheet, noting how many of each color they have in their bags. They will set up the spreadsheet with columns/row labeled “Estimate” and “Actual”. Then they will record their guesses in the “Estimate” column, count the actual number of that particular color Fruit Snack, and record the number in the “Actual” column. As each color is counted and recorded, the students will change the text color to correspond to the color of the Fruit Snacks.

Assignment: None

Upcoming Events: Alice Programming

Wednesday 10-16-2019

Topic: Google Spreadsheets

Objective: The students will calculate the average of all the different colors of the Fruit Snacks using functions. They will find totals, averages, minimums, and maximums of all the Fruit Snacks. They will also convert the Fruit Snack spreadsheet into a bar graph and give it a title. Students will answer the following question. What are the odds of finding a certain color?

Assignment: Complete Fruit Snack Spreadsheet and submit it to our online classroom for grading.

Upcoming Events: Alice Programming

Thursday 10-17-2019

Topic: Alice Programming

Objective: The students will create a short scene based on the movie Finding Nemo with Nemo, a clownfish, Dory, a blue tang, and Bruce, a shark. They will learn:
How to pick a template (background) for their Alice world.
How to create objects from classes (classifications) in Alice.
How to position objects in Alice.

How to run a procedure to move an object in Alice while they are setting up the scene. The instructions are located at http://ice-dl.cc.gatech.edu/?q=node/849.

Assignment: None

Upcoming Events: Alice Alien Game

Friday 10-18-2019

Topic: UFO Alien Rescue Game

Objective: The students will create a simple game in Alice 3 and learn some basic concepts in computer programming. The goal of the game is to drive around a UFO and pick up the aliens. They will learn how to create Objects and Change Properties, add Conditional Statements, Create and Use Variables, How to Handle Events, and Create Procedures and Add Parameters. We will begin by creating the project and setting up the camera. We will also create the UFO.

Assignment: None

Upcoming Events: Moving the UFO with the Arrow Keys