COMPUTER GRADE 6 – 9:00-9:40

Monday 10-28-2019

Topic: Game Design using Gamestar Mechanic – Lesson 2 – Core Desigb Elements – Rotation E - Sepos

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

Tuesday 10-29-2019

Topic: Greenville Symphony – Rotation A - Siege

Objective: The students will be on a field trip to see the Greenville Symphony.

Assignment: None

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

Wednesday 10-30-2019

Topic: Game Design using Gamestar Mechanic – Lesson 4 – Design – Rotation B - Strausser

Objective: Having acquired information on game design elements and balance, students now have the resources to design a fun and challenging game. The students will design their own games in Gamestar Mechanic. The students go to the Workshop and start designing their game based on one of the challenge cards.

Assignment: Work on Workshop.

Upcoming events: Scratch Programming

Thursday 10-31-2019

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Friday 11-1-2019

Topic: Game Design using Gamestar Mechanic – Lesson 3 – Balance – Rotation D - Lasko

Objective: For a game to be fun, it must also be challenging. In this lesson, students will balance the elements of a game in Gamestar Mechanic. The students will play through Episode 5. The last mission in Episode is a build mission. Here students have the opportunity to make a game for the first time. They will be encouraged to think about the concept of a balanced game as they create their first game.

Assignment: Work on Episode 5.

Upcoming events: Game Design using Gamestar Mechanic – Lesson 4 – Design

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 10-28-2019

Topic: Google Docs Writing Prompt – E Rotation – Glassman

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 and the potion. What happens to the person if you cast the spell on them?"

Assignment: None

Upcoming events: Google Slides

Tuesday 10-29-2019

Topic: Greenville Symphony Field Trip – A Rotation – Truby

Objective: The students will be on a field trip to the Greenville Symphony.

Assignment: None

Upcoming events: Google Slides

Wednesday 10-30-2019

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Thursday 10-31-2019

Topic: Presentation Basics Using Google Slides – C Rotation – Besic

Objective: The students will learn how to use the basics of the Google Presentation program. They will work with pre-made files and learn how to open, save, and close them. In addition, skills will include adding new slides, changing slide layouts, moving slides, using the slide

sorter, changing color settings and themes, adjusting the page setup and changing the slide orientation.

Assignment: None

Upcoming events: Mystery Item Project

Friday 11-1-2019

Topic: Presentation Basics Using Google Slides – D Rotation – DeAngelo

Objective: The students will learn how to use the basics of the Google Presentation program. They will work with pre-made files and learn how to open, save, and close them. In addition, skills will include adding new slides, changing slide layouts, moving slides, using the slide sorter, changing color settings and themes, adjusting the page setup and changing the slide orientation.

Assignment: None

Upcoming events: Mystery Item Project

CHS INTRO TO JAVA PROGRAMMING

Monday 10-28-2019

Topic: JAVA Fundamentals – 3.9 The switch Statement

Objective: The students will complete the Checkpoint problems 3.24, 3.25, 3.26, 3.27, and 3.28 on page 160.

Assignment: Submit Checkpoint problems 3.24, 3.25, 3.26, 3.27, and 3.28 to our online classroom for grading.

Upcoming Events: JAVA Fundamentals – 3.10 The System.out.printf Method

Tuesday 10-29-2019

Topic: JAVA Fundamentals – 3.10 The System.out.printf Method

Objective: The students will read Chapter 3 section 3.10. We will discuss the System.out.printf method including the Format Specifier Syntax, Precision, and Minimum Field Width by importing the Columns.java program. The students will compile and run the program several times changing the format specifiers so they can see the results.

Assignment: None

Upcoming Events: Chapter 3 Review Exercises

Wednesday 10-30-2019

Topic: JAVA Fundamentals – 3.10 The System.out.printf Method

Objective: The students will continue to read Chapter 3 section 3.10. We will continue to discuss the System.out.printf method including Flags, Padding Leading Zeros, Left-justifying Numbers, and Formatting Strings by importing the CurrencyFormat.java program, the LeadingZeros.java program, the LeftJustified.java program, and the FormattingStrings.java program. The students will compile and run the programs several times so they can see the results.

Assignment: None

Upcoming Events: Chapter 3 Checkpoint Problems

Thursday 10-31-2019

Topic: JAVA Fundamentals – 3.10 The System.out.printf Method

Objective: The students will complete the Checkpoint problems 3.29, 3.30, 3.31, 3.32, 3.33, and 3.34.

Assignment: Submit Checkpoint problems 3.29, 3.30, 3.31, 3.32, 3.33, and 3.34 to our online classroom for grading.

Upcoming Events: JAVA Fundamentals – 3.11 Creating Object with the DecimalFormat Class

Friday 11-1-2019

Topic: JAVA Fundamentals – 3.11 Creating Object with the DecimalFormat Class

Objective: The students will read Chapter 3 section 3.11. We will discuss using the DecimalFormat class to format the appearance of floating point numbers rounded to a specified number of decimal places. The DecimalFormat class is useful for formatting numbers that will be displayed in message dialog boxes. The student will import the Format1, Format2, Format3, and Format4.java programs. They will compile and run the programs several times so they can see the results.

Assignment: None

Upcoming Events: Chapter 3 Review Exercises

BUILDING VIRTUAL WORLDS

Monday 10-28-2019

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

Tuesday 10-29-2019

Topic: Virtual World Terrain Project

Objective: The students will continue to work on their virtual terrain. It is due tomorrow.

Assignment: Work on Virtual Terrain project

Upcoming Events: Terrain Presentation

Wednesday 10-30-2019

Topic: Virtual World Terrain Project

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

Assignment: Submit the Virtual Terrain project to our online classroom for grading.

Upcoming Events: Terrain Presentation

Thursday 10-31-2019

Topic: Virtual World Terrain Project

Objective: The students will demonstrate their virtual terrain to the class using the Virtual Reality Room. They will explain some of the features they added to their world. Fellow classmates and the teacher will ask the presenters questions. The students will reflect on their work and talk about what they would change or keep if they had to do it all over again.

Assignment: None

Upcoming Events: Bot Paths

Friday 11-1-2019

Topic: Virtual World Terrain Project

Objective: The students will demonstrate their virtual terrain to the class using the Virtual Reality Room. They will explain some of the features they added to their world. Fellow classmates and the teacher will ask the presenters questions. The students will reflect on their work and talk about what they would change or keep if they had to do it all over again.

Assignment: None

Upcoming Events: Bot Paths

COMPUTER 7

Monday 10-28-2019

Topic: UFO Alien Rescue Game

Objective: The students will finish customizing their Alien Rescue game. They will demo their game to the teacher and explain what additions they made to the game.

Assignment: Submit the Alien Rescue game to our online classroom for grading.

Upcoming Events: 3D Modeling

Tuesday 10-29-2019

Topic: Introduction to SketchUp – Getting Started

Objective: The students will learn about a 3D modeling computer program for a wide range of drawing applications such as architectural, interior design, civil and mechanical engineering, film, and video game design. They will learn how to use the getting started tools by selecting a template, navigating the SketchUp interface, creating their very first 3D model, and saving their work. They will complete the Introduction to Sketchup tutorial that is located in our Google classroom.

Assignment: None

Upcoming Events: Sketchup Default Trays

Wednesday 10-30-2019

Topic: SketchUp Default Trays

Objective: The students will learn how to use the default trays in Sketchup. These include the Styles, Shadows, Instructor, and Material trays. The students will experiment with the tray settings and features by creating a 3D object and applying tray settings to their objects. They will complete the Colors and Materials tutorial that is located in our Google Classroom.

Assignment: None

Upcoming Events: Sketchup Default Trays

Thursday 10-31-2019

Topic: SketchUp Default Trays

Objective: The students will continue to learn how to use the default trays in Sketchup. The students will experiment with the Components tray settings and features by creating a 3D object and applying the tray settings to their objects. They will complete the Start a Drawing, Part 1 tutorial that is located in our Google Classroom.

Assignment: None

Upcoming Events: Sketchup House

Friday 11-1-2019

Topic: SketchUp House

Objective: The students will use Sketchup to build a house. They will build the structure, add a roof, add roof peaks, add a framed door, and add a framed window. The teacher will demonstrate and the students will follow along. They will complete the Start a Drawing, Parts 2 and 3 tutorials that are located in our Google Classroom. We will also learn how to use the Component search engine to find other 3D objects that can be added to our house.

Assignment: None

Upcoming Events: Holograms