Monday 10-7-2019
> **Topic:**  Game Design using Gamestar Mechanic – Lesson 1 – Terms and Concepts – Rotation B - Strausser
>
> **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

Tuesday 10-8-2019
> **Topic**: No Class Today – Rotation C
>
> **Objective**: None
>
> **Assignment**: None
>
> **Upcoming Events:**  None

Wednesday 10-9-2019
> **Topic:**  Game Design using Gamestar Mechanic – Lesson 1 – Terms and Concepts – Rotation D - Lasko
>
> **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

Thursday 10-10-2019
> **Topic:**  Game Design using Gamestar Mechanic – Lesson 1 – Terms and Concepts – Rotation E - Sepos
>
> **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

Friday 10-11-2019
      **Topic**: No School Today – Rotation A - Siege

      **Objective:**  No School Today

      **Assignment:** None

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

## COMPUTER GRADE 3 – 9:45 – 10:25

Monday 10-7-2019
      **Topic:** No Class Today – B Rotation

      **Objective:** None

      **Assignment**: None

      **Upcoming Events:**  None

Tuesday 10-8-2019
      **Topic**: Google Sharing Features – C Rotation – Besic

      **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 10-9-2019
      **Topic**: Google Sharing Features – D Rotation – DeAngelo

      **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

Thursday 10-10-2019
**Topic**: Google Docs – E Rotation – Glassman

**Objective**: The students will learn how to use the basics of the Google Documents program. They will work learn how to create, save, and close files. In addition, they will learn about font settings, selecting, zoom tools, cut, copy, paste, and changing the fonts, sizes and colors of text. Clipboard, highlighter, and style settings will be discussed. In addition, they will learn how to insert images, shapes, and clipart. They will work with printing features, borders and shading, and the spell checker feature.

**Assignment**: None

**Upcoming events:** Google Slides

Friday 10-11-2019
**Topic**: No School Today – A Rotation – Truby

**Objective:**  No School Today

**Assignment:** None

**Upcoming events:** Google Slides

# CHS INTRO TO JAVA PROGRAMMING

Monday 10-7-2019
**Topic**: JAVA Fundamentals – 3.1 The "if" statement

**Objective**:  The students will read Chapter 3 section 3.1. We will discuss using decision structures such as the "if" statement. The students will be shown If(b) –means if true. They will be given several modulus examples - If (i%2 == 1) that will help them practice using "if" statements. The students will also learn about flowcharting, relational operators, and programming. We will create an AverageScore.java program that uses 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:**  Chapter 3 Checkpoint Problems

Tuesday 10-8-2019
**Topic**: JAVA Fundamentals – 3.1 The "if" Statement Checkpoint Problems

**Objective**:  The students and the teacher will complete the following Checkpoint problems as a group. Numbers 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, and 3.7 on page 119.

**Assignment**: Submit the checkpoint problems to our online classroom for grading.

**Upcoming Events:**  The "if-else" statement


Wednesday 10-9-2019
**Topic**: JAVA Fundamentals – 3.2 The "if-else" statement

**Objective**:  The students will read Chapter 3 section 3.2. We will continue discussing decision structures such as the "if-else" statement. We will create a Division.java program that uses 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:**  Chapter 3 Checkpoint Problems


Thursday 10-10-2019
**Topic**: JAVA Fundamentals – 3.2 The "if-else" Statement

**Objective**:  The students will complete the following Checkpoint problems. Numbers 3.8, 3.9, 3.10, and 3.11 on page 121. They will place their answers in a google document.


**Assignment**: Submit checkpoint problems to our online classroom for grading.

**Upcoming Events:**  Multiple Nested Decision Structures


Friday 10-11-2019
**Topic**: In-Service Day

**Objective**:  No School Today

**Assignment**: None

**Upcoming Events:**  Multiple Nested Decision Structures



**BUILDING VIRTUAL WORLDS**

Monday 10-7-2019
**Topic:**  Connecting Terrain to Building Levels

**Objective:**  The students will learn how to connect their terrain to their buildings in a level. They will use a mixture of static meshes and the Visibility tool in the Terrain Editor. They will save their world as: "Terrain Connection".

**Assignment:** None

**Upcoming Events:** Creating Skyboxes


Tuesday 10-8-2019
    **Topic:**  Creating Terrain Skyboxes

    **Objective:**  The students will learn how to make their terrain look like the sun or the moon is actually lighting it up. They will create a skybox that will enhance the mood of their world. They will save their world as: "Terrain Skybox".

    **Assignment:** None

    **Upcoming Events:** Creating Sunlight


Wednesday 10-9-2019
    **Topic:** Creating Terrain Sunlight

    **Objective:**  The students will learn how to light up their terrain using the Sunlight actor. They will examine the various actor tools and properties. They will save their world as: "Terrain Sunlight".

    **Assignment:** None

    **Upcoming Events:** Ambient Landscape Sounds


Thursday 10-10-2019
    **Topic:**  Adding Sound to a Level

    **Objective:**  The students will learn how to add ambient sounds to their world. They will examine the various properties in the Sound Browser by adding a sound actor to their world. They will save their world as: "Terrain Complete" and submit it for grading.

    **Assignment:** Submit Terrain Complete to our online classroom for grading.

    **Upcoming Events:** Terrain Project


Friday 10-11-2019
    **Topic**: In-Service Day

    **Objective**:  No School Today

    **Assignment**: None

**Upcoming Events:** Terrain Project

## COMPUTER 7

Monday 10-7-2019
> **Topic:** Google Sites
>
> **Objective:** The students will work on their Google site project. It is due tomorrow.
>
> **Assignment:** None
>
> **Upcoming Events:** Google Sheets

Tuesday 10-8-2019
> **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

Wednesday 10-9-2019
> **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

Thursday 10-10-2019
> **Topic**: Google Sheets Basics
>
> **Objective**: The students will continue to work with the Google Sheets program. They will learn about page settings including page color, page layout, and movement in the pages. In addition, they will learn how to insert images, shapes, and clipart. They will work with Word Art, charts, borders and shading, formulas, and the spell checker feature of Sheets.
>
> **Assignment**: None
>
> **Upcoming Events:** Google Sheets Project

Friday 10-11-2019

**Topic**: In-Service Day

**Objective**:  No School Today

**Assignment**: None

**Upcoming Events:**  Google Sheets Project