

COMPUTER GRADE 6 – 9:00-9:40

Monday 11-11-2019

Topic: Game Design using Gamestar Mechanic – Lesson 4 – Design – Rotation D - Lasko

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

Tuesday 11-12-2019

Topic: Game Design using Gamestar Mechanic – Lesson 4 – Design – Rotation E - Sepos

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

Wednesday 11-13-2019

Topic: Game Design using Gamestar Mechanic – Lesson 4 – Design – Rotation A - Seige

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 11-14-2019

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

Friday 11-15-2019

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 11-11-2019

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

Objective: The students will continue to work with the Google Presentation program. They will learn skills about timing, transitions, animating text and objects, using spell checker, setting up a show, changing backgrounds, and starting a presentation.

Assignment: None

Upcoming events: Mystery Item Project

Tuesday 11-12-2019

Topic: Presentation Basics Using Google Slides – E Rotation – Glassman

Objective: The students will continue to work with the Google Presentation program. They will learn skills about timing, transitions, animating text and objects, using spell checker, setting up a show, changing backgrounds, and starting a presentation.

Assignment: None

Upcoming events: Mystery Item Project

Wednesday 11-13-2019

Topic: Presentation Basics Using Google Slides – A Rotation – Truby

Objective: The students will continue to work with the Google Presentation program. They will learn skills about timing, transitions, animating text and objects, using spell checker, setting up a show, changing backgrounds, and starting a presentation.

Assignment: None

Upcoming events: Mystery Item Project

Thursday 11-14-2019

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Friday 11-15-2019

Topic: Mystery Item Project – C Rotation – Basic

Objective: The students will create a Google Presentation that describes a mystery item using adjectives and their five senses. The students describe a mystery item and the class solves the mystery at the end of the presentation. The presentations are organized as:

Slide 1: Title page “Mystery Item” and student name

Slide 2: “What It Looks Like” – students describe the color, shape, and size of the object

Slide 3: “What It Sounds Like” – student describe the noise the object makes

Slide 4: “What It Tastes Like” – students describe how the object tastes

Slide 5: “What It Feels Like” – student describes how the item feels

Slide 6: “The Big Reveal” – can you guess the mystery item?

Slide 7: A picture of the item

One object per page needs to be animated and each page must have a transition on it that runs automatically.

This project co-aligns with objectives that prompt students to describe using their five senses. Since the project highlights the use of adjectives and strong vocabulary words, it can showcase why it's important to use precise language when writing.

Assignment: None

Upcoming events: Incredibox

CHS INTRO TO JAVA PROGRAMMING

Monday 11-11-2019

Topic: JAVA Fundamentals – Pitt Exam 1 Review

Objective: The students will complete the Pitt Exam review sheets that are located in the shared Google Drive folder. The teacher will answer any questions the students may have and demonstrate any concepts the students wish to review.

Assignment: Review concepts for the Pitt Exam.

Upcoming Events: Pitt Exam #1

Tuesday 11-12-2019

Topic: JAVA Fundamentals – Pitt Exam 1 – Part 1

Objective: The students will complete part 1 of the Pitt Exam. The teacher will administer the exam to ensure validity of the results.

Assignment: None

Upcoming Events: Pitt Exam #1

Wednesday 11-13-2019

Topic: JAVA Fundamentals – Pitt Exam 1 – Part 2

Objective: The students will complete part 2 of the Pitt Exam. The teacher will administer the exam to ensure validity of the results.

Assignment: None

Upcoming Events: Pitt Exam #1

Thursday 11-14-2019

Topic: JAVA Fundamentals – Pitt Exam 1 – Part 3

Objective: The students will complete part 3 of the Pitt Exam. The teacher will administer the exam to ensure validity of the results.

Assignment: None

Upcoming Events: Control Structures – While Loop

Friday 11-15-2019

Topic: JAVA Fundamentals – 4.2 and 4.3 Control Structures – While Loop

Objective: The students will read Chapter 4 sections 4.2 and 4.3. We will discuss the While loop control structure, infinite loops, iterations, and pretest loops. The students will create a WhileLoop.java program. They will compile and run the program so they can see the results. They will modify the program by taking out the increment operator so they can see how an infinite loop works.

We will discuss using the While loop for input validation by importing the SoccerTeams.java program.

Assignment: None

Upcoming Events: Do While Loop

BUILDING VIRTUAL WORLDS

Monday 11-11-2019

Topic: Creating a Lift with a Track

Objective: The students will learn how to add a lift that has tracks to their world using static meshes. They will save their world as: "Lift Track".

Assignment: None

Upcoming Events: Elevator Track

Tuesday 11-12-2019

Topic: Making Your Own Elevator Track

Objective: The students will learn how to make their own lifts and movers. They will examine the various properties of the Volume Brush. They will save their world as: "Lift Track" and submit it for grading.

Assignment: Submit Lift Track to our online classroom for grading.

Upcoming Events: Making Textures Using Photoshop

Wednesday 11-13-2019

Topic: Making Your Own Textures

Objective: The students will learn how to make their own textures of Unreal. They will examine the various tools and properties of Photoshop. Texture sizes must be a multiple of 2, ie: 128, 256, 512, 1024. If you want the file to have some transparency you need to check 'transparent' when creating the image. You need to save it as .dds and then when you import check 'alpha'. They will work on creating their own texture.

Assignment: Work on texture.

Upcoming Events: Weather Actor

Thursday 11-14-2019

Topic: Making Your Own Textures

Objective: The students will complete work on their texture. They will import their texture into Unreal and place it on a wall or floor. They will save their texture as: "First Texture" and submit it for grading.

Assignment: Submit First Texture to our online classroom for grading.

Upcoming Events: Weather Actor

Friday 11-15-2019

Topic: Weather Actor

Objective: The students will learn how to make it rain or snow in their virtual worlds. They will examine the various tools and properties of the xWeatherEffect actor. The students will add weather to one of their virtual worlds.

Assignment: Submit Weather Actor to our online classroom for grading.

Upcoming Events: Generic and Material Triggers

COMPUTER 7

Monday 11-11-2019

Topic: Cellphone Hologram

Objective: The students will start making our hologram video in PowerPoint. The teacher will demonstrate the techniques needed to create the hologram video in PowerPoint. The students will follow along and export their PowerPoint as a video. They will upload their completed video to their Google Drive.

Assignment: None

Upcoming Events: Virtual Reality Goggles

Tuesday 11-12-2019

Topic: Cellphone Hologram

Objective: The students will create the mirror effect for their cellphone hologram video by downloading the hologram pyramid template. They will use the template to cut out the pyramid on a plastic sheet. The teacher will demonstrate how to use the template. The students will follow along and cut out their plastic pyramid. They will bend it in the appropriate places. The ends will be tape together to form the pyramid. They will test their hologram pyramid device using their exported PowerPoint video that was created in class. They can also do a search to find other hologram videos that they may want to test with their newly created hologram device.

Assignment: Take a photo of the hologram device and submit it to our online classroom for grading.

Upcoming Events: Virtual Reality Goggles

Wednesday 11-13-2019

Topic: Virtual Reality

Objective: The students will learn what virtual reality is and how it is becoming a popular way to go on virtual expeditions and to play games. The teacher will show them examples of virtual reality by using the virtual reality projector room. The students will visit an Egyptian temple and a Native American Indian village.

Assignment: None

Upcoming Events: Virtual Reality Goggles

Thursday 11-14-2019

Topic: Virtual Reality

Objective: The students will learn that VR can go beyond passive viewing. One way to take VR to the next level is to give them the opportunity to curate, produce and create their own expeditions. By doing so, students can create primary source artifacts in the form of 360-degree views they can share with the world. To give them ideas of viewing expeditions in a 360-degree view, they will go to Google Maps and search for locations that have 360-degree views. They will explore the several views of various locations. The students will download the Google Street View app for tomorrow. We will go to the Google street view car website at www.google.com/streetview to look at how Google collects the images and locations on Google maps. It will also tell us where the Google car will be going next.

Assignment: None

Upcoming Events: Virtual Reality Goggles

Friday 11-15-2019

Topic: Virtual Reality

Objective: The students will download the Google Cardboard app to their phones. The students will learn how to create their own 360-degree panoramas of a location using the Google Street view app. We will watch the Google street view tutorial video. The teacher will demo the tools of the app and the students will follow along. The students will create a 360-degree panorama of a location in the school. They will save the panorama on their phone.

Assignment: None

Upcoming Events: Virtual Reality Goggles