

COMPUTER GRADE 6 – 9:00-9:40

Monday 11-18-2019

Topic: Scratch Programming – Rotation D - Lasko

Objective: The students will learn the basic concepts of computer programming using a free program called Scratch. It can be downloaded from scratch.mit.edu or played online at the scratch website. They will learn how to add and delete sprites and change the color of the sprite by creating a Rainbow Fish. They will also learn to change a sprite's graphic effects by moving the mouse to create a Whirling Butterfly.

Assignment: None

Upcoming events: Scratch Programming

Tuesday 11-19-2019

Topic: Scratch Programming – Rotation E - Sepos

Objective: The students will learn the basic concepts of computer programming using a free program called Scratch. It can be downloaded from scratch.mit.edu or played online at the scratch website. They will learn how to add and delete sprites and change the color of the sprite by creating a Rainbow Fish. They will also learn to change a sprite's graphic effects by moving the mouse to create a Whirling Butterfly.

Assignment: None

Upcoming events: Scratch Programming

Wednesday 11-20-2019

Topic: Scratch Programming – Rotation A - Seige

Objective: The students will learn the basic concepts of computer programming using a free program called Scratch. It can be downloaded from scratch.mit.edu or played online at the scratch website. They will learn how to add and delete sprites and change the color of the sprite by creating a Rainbow Fish. They will also learn to change a sprite's graphic effects by moving the mouse to create a Whirling Butterfly.

Assignment: None

Upcoming events: Scratch Programming

Thursday 11-21-2019

Topic: Scratch Programming – Rotation B - Strausser

Objective: The students will learn the basic concepts of computer programming using a free program called Scratch. It can be downloaded from scratch.mit.edu or played online at the scratch website. They will learn how to add and delete sprites and change the color of the

sprite by creating a Rainbow Fish. They will also learn to change a sprite's graphic effects by moving the mouse to create a Whirling Butterfly.

Assignment: None

Upcoming events: Scratch Programming

Friday 11-22-2019

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 11-18-2019

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 11-19-2019

Topic: Mystery Item Project – E Rotation – Glassman

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

Wednesday 11-20-2019

Topic: Mystery Item Project – A Rotation – Truby

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

Thursday 11-21-2019

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Friday 11-22-2019

Topic: Mystery Item Project – C Rotation – Basic

Objective: The students will continue to work on their Mystery Item Project. The teacher will help them create their slides one at a time. It is due next class period.

Assignment: None

Upcoming events: Incredibox

CHS INTRO TO JAVA PROGRAMMING

Monday 11-18-2019

Topic: JAVA Fundamentals – 4.4 Control Structures – Do While Loop and 4.5 Control Structures – For Loop

Objective: The students will read Chapter 4 section 4.4 and 4.5. We will discuss the Do While loop control structure, user controlled loops, and posttest loops. The students will import a TestAverage1.java program. They will compile and run the program several times using different data so they can see the results. We will also discuss the For loop control structure, count-controlled loops, and control variables. The students will create a Squares.java program. They will compile and run the program several times using different data so they can see the results. They will modify the program by changing the control variable. They will add code that uses other methods of changing the update expression and adding code that declares the variable in the initialization expression. We will discuss using the For loop as a user controlled loop by importing the UserSquares.java program.

Assignment: None

Upcoming Events: Accumulators and Sentinel Values

Tuesday 11-19-2019

Topic: JAVA Fundamentals – 4.6 Running Total and Sentinel Values and 4.7 Control Structures – Nested Loops

Objective: The students will read Chapter 4 section 4.6 and 4.7. We will discuss accumulators and sentinel values. The students will import the TotalSales.java and SoccerPoints.java programs. They will compile and run the programs several times using different data so they can see the results. We will also discuss the Nested loop control structures. The students will import a TestAverage2.java program. They will compile and run the program several times using different data so they can see the results. The students will write a ClockSimulation.java program as a group with the help of the teacher. One group will write the code for the hours, one group will write the code for the minutes, and one group will write the code for the minutes. We will then put all the code together and test to see if it works correctly.

Assignment: None

Upcoming Events: Break and Continue Statements

Wednesday 11-20-2019

Topic: JAVA Fundamentals – 4.8 - The break and continue Statements and Chapter 4.9 Control Structures – Which Loop to Use?

Objective: The students will read Chapter 4 section 4.8 and 4.9. We will discuss using a break and continue statement inside of loops. The students will create a Continue.java program that uses break and continue statements. We will compile and run the program using the continue statement so the students can see the results. We will then take the continue statement out of the program and place a break statement into it to see how it affects the results. We will also discuss how the students can decide which loop control structure would be the best to use given a certain situation.

Assignment: None

Upcoming Events: Program Challenges

Thursday 11-21-2019

Topic: JAVA Fundamentals – Chapter 4 Programming Challenges

Objective: The students will go to our Google classroom and complete the following program challenge: Sum of Numbers. They will export the Java file and submit it to our online classroom for grading.

Assignment: Submit the Program Challenge to our online classroom for grading.

Upcoming Events: Program Challenges

Friday 11-22-2019

Topic: JAVA Fundamentals – Chapter 4 Programming Challenges

Objective: The students will go to our Google classroom and complete the following program challenge: Distanced Traveled. They will export the Java file and submit it to our online classroom for grading.

Assignment: Submit the Program Challenge to our online classroom for grading.

Upcoming Events: Pitt Project 1 – Parts 2 and 3

BUILDING VIRTUAL WORLDS

Monday 11-18-2019

Topic: Generic and Material Triggers

Objective: The students will learn how to add triggers to their worlds. They will examine the tools and properties of several different trigger actors. The students will add a Generic trigger and a Material trigger in one of their virtual worlds.

Assignment: None

Upcoming Events: Music and Counter Triggers

Tuesday 11-19-2019

Topic: Music and Counter Triggers

Objective: The students will learn how to add triggers to their worlds. They will examine the tools and properties of several different trigger actors. The students will add a Music trigger and a Counter trigger in one of their virtual worlds.

Assignment: None

Upcoming Events: Use and View Shaker Triggers

Wednesday 11-20-2019

Topic: Use and View Shaker Triggers

Objective: The students will learn how to add triggers to their worlds. They will examine the tools and properties of several different trigger actors. The students will add a Use trigger and a View Shaker trigger in one of their virtual worlds. They will save their world as: "Triggers" and submit it to our online classroom for grading.

Assignment: Submit Triggers to our online classroom for grading.

Upcoming Events: Adding Pickups

Thursday 11-21-2019

Topic: Adding Pickups

Objective: The students will learn how to add pickups to their worlds. They will examine the tools and properties of several different pickup actors. The students will add a Health and a vehicle pickup in one of their virtual worlds. To get into the vehicle you hit the letter "E" key.

Assignment: None

Upcoming Events: Water, Teleporters, and More Pickups

Friday 11-22-2019

Topic: Water, Teleporters, and More Pickups

Objective: The students will learn how to add more pickups to their worlds. They will add teleporters and examine the tools and properties of several different teleporter actors. The students will create moving water inside a room of one of their virtual worlds.

Assignment: None

Upcoming Events: Fluid Surfaces

COMPUTER 7

Monday 11-18-2019

Topic: End of Trimester

Objective: The students will work on any outstanding assignments and turn them into our online classroom.

Assignment: None

Upcoming Events: New Trimester

Tuesday 11-19-2019

Topic: Classroom Rules and Expectations, Google Classroom and Google Drive

Objective: The teacher will discuss the computer lab rules and classroom expectations. The teacher will discuss all the rules and regulations regarding the use of technology within the district. The students will login to the computers using their network accounts. They will learn about their network storage area and how to access it. The students will login to their school Google accounts to verify that everything is working properly. They will sign into our Google Classroom and learn how to navigate the various sections of the classroom. We will decide on a theme for the classroom. The teacher will do a review of Google Drive and explain all the new features in Google. They can personalize their desktops.

Assignment: None

Upcoming Events: Keyboarding Home Row Keys

Wednesday 11-20-2019

Topic: Keyboarding - Learn the Home Row Keys

Objective: The students will use the Tux Typing software to learn the Home Row Keys. They will use proper posture and techniques. They will sit up straight with their feet flat on the floor and arms at their sides. They will keep their eyes on the screen. It is OK for them to peak a little bit while learning the reach to the new keys.

Assignment: Students will complete Lessons 1 – 5 in the Tux Typing software.

Upcoming Events: Keyboarding Letters G and H

Thursday 11-21-2019

Topic: Keyboarding - Learn the Home Row Keys Plus the Letters G and H

Objective: The students will use the Tux Typing software to review the Home Row Keys. They will learn the letters G and H. They will use proper posture and techniques. They will sit up straight with their feet flat on the floor and arms at their sides. They will keep their eyes on the screen. It is OK for them to peak a little bit while learning the reach to the new keys.

Assignment: Students will complete Lessons 6 – 10 in the Tux Typing software.

Upcoming Events: Review Home Row Keys

Friday 11-22-2019

Topic: Keyboarding - Review the Home Row Keys

Objective: The students will use the freetypinggame.net website to review the Home Row Keys. They will print out the results of their typing lessons. They will use proper posture and techniques. They will sit up straight with their feet flat on the floor and arms at their sides. They will keep their eyes on the screen. It is OK for them to peak a little bit while learning the reach to the new keys.

Assignment: Students will complete Lessons 1 – 4 on the typing website and print out their completion certificates.

Upcoming Events: Keyboarding Timing Test