

## COMPUTER GRADE 6 – 9:00-9:40

Monday 11-4-2019

**Topic:** Game Design using Gamestar Mechanic – Lesson 3 – Balance – Rotation E - Sepos

**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

Tuesday 11-5-2019

**Topic:** Game Design using Gamestar Mechanic – Lesson 3 – Balance – Rotation A - Seige

**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

Wednesday 11-6-2019

**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 11-7-2019

**Topic:** No Class Today – Rotation C

**Objective:** None

**Assignment:** None

**Upcoming events:** None

Friday 11-8-2019

**Topic:** Act 80 Day – Rotation D - Lasko

**Objective:** No School

**Assignment:** None

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

## COMPUTER GRADE 3 – 9:45 – 10:25

Monday 11-4-2019

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

**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

Tuesday 11-5-2019

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

**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

Wednesday 11-6-2019

**Topic:** No Class Today – B Rotation

**Objective:** None

**Assignment:** None

**Upcoming events:** None

Thursday 11-7-2019

**Topic:** Presentation Basics Using Google Slides – C Rotation – Basic

**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

Friday 11-8-2019

**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

## CHS INTRO TO JAVA PROGRAMMING

Monday 11-4-2019

**Topic:** JAVA Fundamentals – Chapter 3 Review Exercises

**Objective:** The students will complete the review questions on page 182 using the Promethean clickers. We will discuss the results as each question is answered. The students will be called upon to find the error in a program that will be displayed on the Promethean board.

**Assignment:** None

**Upcoming Events:** Chapter 3 Programming Challenges

Tuesday 11-5-2019

**Topic:** JAVA Fundamentals – Chapter 3 Review Exercises

**Objective:** The students will be called upon to complete the “Algorithm Workbench” section from page 185 on the Promethean board. They will go to our Google classroom and complete the following program challenge: Magic Dates. 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:** Chapter 3 Programming Challenges

Wednesday 11-6-2019

**Topic:** JAVA Fundamentals – Chapter 3 Programming Challenges

**Objective:** The students will go to our Google classroom and complete the following program challenge: Body Mass Index. 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:** Chapter 3 Programming Challenges

Thursday 11-7-2019

**Topic:** JAVA Fundamentals – Chapter 3 Programming Challenges

**Objective:** The students will go to our Google classroom and complete the following program challenge: Internet Service Provider. 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:** JAVA Fundamentals – 4.1 Increment and Decrement Operators

Friday 11-8-2019

**Topic:** Act 80 Day

**Objective:** No School

**Assignment:** None

**Upcoming Events:** JAVA Fundamentals – 4.1 Increment and Decrement Operators

## **BUILDING VIRTUAL WORLDS**

Monday 11-4-2019

**Topic:** Bot Paths and Corners

**Objective:** The students will learn how to add pre-defined paths to their world. Animals will use these paths to walk around in the world randomly. They will save their world as: “Bot Paths” and submit it for grading.

**Assignment:** Submit Bot Paths to our online classroom for grading.

**Upcoming Events:** Jump Spots and Jump Pads

Tuesday 11-5-2019

**Topic:** Jump Spots and Jump Pads

**Objective:** The students will learn how to add jump spots and jump pads to their world. Animals will use these jump spots and pads to get from a lower level to a higher level. A good example of this would be monkeys jumping up in trees. They will save their world as: "Jump Spots" and submit it for grading.

**Assignment:** Submit Jump Spots to our online classroom for grading.

**Upcoming Events:** Debugging Both Path Networks and Lifts and Movers

Wednesday 11-6-2019

**Topic:** Debugging Both Path Networks and Lifts and Movers

**Objective:** The students will learn how to fix errors in their bot path networks by using the "Review Paths" tool. The students will learn how to add moving doors and elevators to their world. They will examine the various properties in the Add Mover button. They will save their world as: "Lifts and Bots".

**Assignment:** None

**Upcoming Events:** Lift Sounds

Thursday 11-7-2019

**Topic:** Lift Sounds and Bot Paths

**Objective:** The students will learn how to add sounds to the lifts in their world. They will examine the various properties of the mover actor. They will learn how to make their bots(animals) use the lifts and movers in their world. They will examine the various properties of the NavigationPoint actor. They will save their world as: "Lifts and Bots" and submit it for grading.

**Assignment:** Submit Lifts, Movers, and Bots to our online classroom for grading.

**Upcoming Events:** Lift with a Track

Friday 11-8-2019

**Topic:** Act 80 Day

**Objective:** No School

**Assignment:** None

**Upcoming Events:** Creating a Lift with a Track

Monday 11-4-2019

**Topic:** SketchUp House

**Objective:** The students will use Sketchup to build their own house. They will build the structure, add materials, components, and landscape items to their house.

**Assignment:** None

**Upcoming Events:** Holograms

Tuesday 11-5-2019

**Topic:** SketchUp House

**Objective:** The students will continue to use Sketchup to build their own house. They will build the structure, add materials, components, and landscape items to their house.

**Assignment:** None

**Upcoming Events:** Holograms

Wednesday 11-6-2019

**Topic:** SketchUp House

**Objective:** The students will add their own landscape to the house they have been building together in class. They will learn how to export the house file as a .kmz file and submit it to our online classroom for grading.

**Assignment:** Submit the Sketchup House to our online classroom for grading.

**Upcoming Events:** Holograms

Thursday 11-7-2019

**Topic:** Cellphone Hologram

**Objective:** The students will learn how to create a hologram using the Pepper's Ghost trick. The teacher will show them examples of Pepper's Ghost and then show them how they can create the effect themselves using plastic. The students will create their own hologram video using PowerPoint. They will download a sample video called Skulltronic Séance from our shared Google classroom folder to use as their hologram video.

**Assignment:** None

**Upcoming Events:** Virtual Reality Goggles

Friday 11-8-2019

**Topic:** Act 80 Day

**Objective:** No School

**Assignment:** None

**Upcoming Events:** Virtual Reality Goggles