

COMPUTER GRADE 6 – 9:00-9:40

Monday 12-16-2019

Topic: Scratch Programming – Rotation A - Seige

Objective: The students will learn how to make a balloon click game. They can use any sprites and backgrounds for their game.

Assignment: None

Upcoming events: Guidance Career Planning

Tuesday 12-17-2019

Topic: Scratch Programming – Rotation B - Strausser

Objective: The students will learn how to make a balloon click game. They can use any sprites and backgrounds for their game.

Assignment: None

Upcoming events: Guidance Career Planning

Wednesday 12-18-2019

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Thursday 12-19-2019

Topic: Scratch Programming – Rotation D - Lasko

Objective: The students will learn how to make a break dancer and a balloon click game. They can use any sprites and backgrounds for their game.

Assignment: None

Upcoming events: Guidance Career Planning

Friday 12-20-2019

Topic: Scratch Programming – Rotation E - Sepos

Objective: The students will create a new game or animation in the Scratch program.

Assignment: None

Upcoming events: Guidance Career Planning

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 12-16-2019

Topic: Mystery Item Project – A Rotation – Truby

Objective: The teacher will introduce rhythm and music mechanisms to the students by using www.incredibox.com. This site allows the students to create a beatbox music group. The students will experiment with all the music options and make their own beatbox music group that sings a song. They will download a copy of their song and upload it to their Google drive accounts.

Assignment: None

Upcoming events: Guidance Career Planning

Tuesday 12-17-2019

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Wednesday 12-18-2019

Topic: Music Mechanics and Rhythm – C Rotation – Basic

Objective: The students will experiment with all the music options and make their own beatbox music group that sings a song. They will download a copy of their song and upload it to their Google drive accounts.

Assignment: None

Upcoming events: Guidance Career Planning

Thursday 12-19-2019

Topic: Mystery Item Project – D Rotation - DeAngelo

Objective: The teacher will introduce rhythm and music mechanisms to the students by using www.incredibox.com. This site allows the students to create a beatbox music group. The students will experiment with all the music options and make their own beatbox music group that sings a song. They will download a copy of their song and upload it to their Google drive accounts.

Assignment: None

Upcoming events: Guidance Career Planning

Friday 12-20-2019

Topic: Music Mechanics and Rhythm – E Rotation – Glassman

Objective: The students will experiment with all the music options and make their own beatbox music group that sings a song. They will download a copy of their song and upload it to their Google drive accounts.

Assignment: None

Upcoming events: Guidance Career Planning

CHS INTRO TO JAVA PROGRAMMING

Monday 12-16-2019

Topic: Java Fundamentals – Chapter 4 Programming Challenges

Objective: The students will go to our Google classroom and begin work on the following program challenge: File Letter Counter.

Assignment: Work on File Letter Counter program

Upcoming Events: Java Fundamentals – Chapter 4 Programming Challenges

Tuesday 12-17-2019

Topic: Java Fundamentals – Chapter 4 Programming Challenges

Objective: The students will go to our Google classroom and complete the following program challenge: File Letter Counter. 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 – Chapter 4 Programming Challenges

Wednesday 12-18-2019

Topic: Java Fundamentals – Chapter 4 Programming Challenges

Objective: The students will go to our Google classroom and begin work on the following program challenge: Uppercase File Converter.

Assignment: Work on Uppercase File Converter

Upcoming Events: Chapter 5 – Introduction to Methods

Thursday 12-19-2019

Topic: Java Fundamentals – Chapter 4 Programming Challenges

Objective: The students will go to our Google classroom and complete the following program challenge: Uppercase File Converter. 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 5 – Introduction to Methods

Friday 12-20-2019

Topic: JAVA Fundamentals – Chapter 4 Programming Challenges

Objective: The students will complete any outstanding assignments and submit them to our online classroom for grading.

Assignment: None

Upcoming Events: Chapter 5 – Introduction to Methods

BUILDING VIRTUAL WORLDS

Monday 12-16-2019

Topic: Virtual World Maze Project

Objective: The students will continue to work on their maze project.

Assignment: Work on Maze project

Upcoming Events: Maze Presentation

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Assignment: Work on Maze project

Upcoming Events: Maze Presentation

COMPUTER 7

Monday 12-16-2019

Topic: Safety and Security Online – Savvy Online Talk and Messaging

Objective: Students explore the benefits of online talk and messaging and consider scenarios in which they might feel uncomfortable or be asked to give away private identity information. They identify situations in which flirting and sexual talk is risky and discuss safety rules to apply online. Students learn that, although they may develop rewarding online relationships, the people they meet in cyberspace must be treated as strangers. We will go to Nsteens.org and watch the following videos: “Mike Tosis” and “Survivor Diaries”. We will complete the Cybersmart curriculum activity sheets and lessons on savvy online talk and messaging.

Assignment: None

Upcoming Events: Safety and Security Online – Smart, Safe, and Secure Online

Tuesday 12-17-2019

Topic: Safety and Security Online – Smart, Safe, and Secure Online

Objective: Students explore the risks of online talk and messaging and consider scenarios in which they might feel uncomfortable or be asked to meet with an online friend. They will identify situations in which meeting someone is risky and discuss safety rules to apply online.

Students learn that, although they may develop rewarding online relationships, the people they meet in cyberspace must be treated as strangers. We will go to Nsteens.org and watch the following videos: “Friend or Fake”, “Meeting Offline”, “Amy’s Choice”, “Julie’s Journey”, and “You Can’t take it Back”. The students will go to Onguardonline.gov and play a game called “Friend Finder”.

Assignment: None

Upcoming Events: Safety and Security Online – Smart, Safe, and Secure Online

Wednesday 12-18-2019

Topic: Safety and Security Online – Smart, Safe, and Secure Online

Objective: Students learn how to handle e-mail, messaging, texting, password-protected accounts, and computer networks securely. Students consider some security challenges related to e-mail, instant messaging, and free downloads—spam, malware attachments, electronic chain letters, and phishing—discussing ways of handling them safely and responsibly. Then they create cartoons and comics to educate others about cyber security. We will go to Nsteens and watch the video “Tracking Theresa”. The students will watch the “Phishing” videos on www.onguardonline.gov. They will also watch the video “Phishing in Plain English”. We will complete the Cybersmart curriculum activity sheets and lessons on smart, safe, and secure online. The students will go to onguardonline.gov and play the game – Beware of spyware and Phishing Scams.

Assignment: None

Upcoming Events: Safety and Security Online – Strong Passwords

Thursday 12-19-2019

Topic: Safety and Security Online – Strong Passwords

Objective: Students learn how to create secure passwords in order to protect their private information and accounts online. We will watch the “Protect your computer from Malware” video on www.onguardonline.gov as a review of yesterdays topics. We will go to Nsteens and watch the video “Broken Friendship”. The students will use password generation sites like passwordmeter.com to see the strength of their passwords. They will see who can come up with the most ingenious and secure passwords. We will complete the Cybersmart curriculum activity sheets and lessons on strong passwords. The students will go to whitepages.com to check how much information they can find out about themselves and their families online. We will also look at how to use Google maps.

Assignment: None

Upcoming Events: Safety and Security Online – Check the Privacy Policy

Friday 12-20-2019

Topic: Early Dismissal

Objective: No Class Today

Assignment: None

Upcoming Events: Safety and Security Online – Check the Privacy Policy