

COMPUTER GRADE 6 – 9:00-9:40

Monday 12-9-2019

Topic: Scratch Programming – Rotation A - Seige

Objective: The students will be working on their title testing.

Assignment: None

Upcoming events: Title Testing then Scratch Programming – Make Balloon Click Game

Tuesday 12-10-2019

Topic: Scratch Programming – Rotation B - Strausser

Objective: The students will be working on their title testing.

Assignment: None

Upcoming events: Scratch Programming – Break Dancer and Sounds

Wednesday 12-11-2019

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Thursday 12-12-2019

Topic: Scratch Programming – Rotation D - Lasko

Objective: The students will be working on their title testing.

Assignment: None

Upcoming events: Scratch Programming – Break Dancer and Sounds

Friday 12-13-2019

Topic: Scratch Programming – Rotation E - Sepos

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

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 12-9-2019

Topic: Mystery Item Project – A Rotation – Truby

Objective: The students will finish work on their Mystery Item Project presentation. It is due today.

Assignment: Submit the Mystery Item project to our online classroom.

Upcoming events: Incredibox

Tuesday 12-10-2019

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Wednesday 12-11-2019

Topic: Music Mechanics and Rhythm – C Rotation – Besic

Objective: The students will attend the choir concert.

Assignment: None

Upcoming events: Incredibox

Thursday 12-12-2019

Topic: Mystery Item Project – D Rotation - DeAngelo

Objective: The students will finish work on their Mystery Item Project presentation. It is due today.

Assignment: Submit the Mystery Item project to our online classroom.

Upcoming events: Incredibox

Friday 12-13-2019

Topic: Music Mechanics and Rhythm – E Rotation – Glassman

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: Bomomo

CHS INTRO TO JAVA PROGRAMMING

Monday 12-9-2019

Topic: JAVA Fundamentals – Chapter 4 Programming Challenges

Objective: The students will finish work on the following program challenge as a group: Slot Machine Simulation. 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: 4.10 – Introduction to File Input and Output

Tuesday 12-10-2019

Topic: JAVA Fundamentals – 4.10 – Introduction to File Input and Output

Objective: The students will read Chapter 4 section 4.10. We will discuss the classes that are used to read and write to files. A Throws clause that handles exceptions will be added to the main class of their programs. The students will learn how to read data from a file by importing a FileWriteDemo.java program. The name of the file will be called MyFriends.txt. It will be located in the same project directory as the java program. The students will compile and run the program so they can see the results that will get added to the file. They will also open the text file in notepad to see what the data looks like.

Assignment: None

Upcoming Events: 4.10 - Introduction to File Delimiters

Wednesday 12-11-2019

Topic: JAVA Fundamentals – 4.10 – Introduction to File Input and Output

Objective: The students will continue to work with files. We will discuss the FileWriter class and how it is used to write data to a file. The students will write the FileAppendDemo.java program and use the MyFriends.txt file to append more data in that file. They will learn how to specify the file location of the file. A Throws clause that handles exceptions will be added to the method header. The students will learn how to read lines from a file using the nextLine method from the Scanner class by importing a ReadFirstLine.java program and using the MyFriends.txt file. The students will compile and run the program so they can see the results of

the first line of the text file. The students will continue to work with files; specifically, how to detect the end of a file. The students will use the MyFriends.txt file to read the data and the hasNext method to determine when they have reached the end of the file. They will import a FileReadDemo.java program and use the MyFriends.txt file. The students will compile and run the program so they can see the data that is in the file and where the data ends.

Assignment: None

Upcoming Events: 4.10 - Introduction to File Delimiters

Thursday 12-12-2019

Topic: JAVA Fundamentals – 4.10 – Introduction to File Input and Output

Objective: The students will begin reading primitive values from a file by importing the FileSum.java program and the Numbers.txt file. They will finish working with files by learning how to check to see if a file actually exists. They will import a FileSum2.java program and use the MyFriends.txt file to see if it exists in the proper directory. The students will compile and run the program so they can see the exceptions error that is produced. They will add a Throws clause to their program to prevent the error message. They will then add code to their FileWriteDemo.Java program that tests to see if the file they are about to create already exists. If it does, we do not want to overwrite it. The students will compile and run the program so they can see the results. They will continue to work with files; specifically, how to detect file delimiters such as those used in a comma-delimited file. A simple text scanner that can parse primitive types and strings using regular expressions will be discussed. The scanner breaks its input into tokens using a delimiter pattern, which by default matches whitespace. The resulting tokens may then be converted into values of different types using the various next methods. The students will download and use the CommaData.txt file that contains the data and the StringTokenizerExample.java and ReadStringTokenizer.java files. These files will read Strings until they find the part of the file that contains a comma. The contents of each line will print out line by line. The students will compile and run the program so they can see the data that is in the file and where the data ends.

Assignment: None

Upcoming Events: Chapter 4 Review

Friday 12-13-2019

Topic: JAVA Fundamentals – Chapter 4 Review Exercises

Objective: The students will complete the review questions on page 260 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: Java Fundamentals – Chapter 4 Programming Challenges

BUILDING VIRTUAL WORLDS

Monday 12-9-2019

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

Tuesday 12-10-2019

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

Wednesday 12-11-2019

Topic: Virtual World Maze Project

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Thursday 12-12-2019

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Assignment: Work on Maze project

Upcoming Events: Maze Presentation

COMPUTER 7

Monday 12-9-2019

Topic: Keyboarding - Learn the Letters N, M, Comma, Period, and Slash keys

Objective: The students will use the Tux Typing software to learn the letters N, M, Comma, Period, and Slash 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 27 – 31 in the Tux Typing software.

Upcoming Events: Keyboarding - Review the Letters Z, X, C, V, B, N, M, Comma, Period, and Slash keys

Tuesday 12-10-2019

Topic: Keyboarding - Review the Letters Z, X, C, V, B, N, M, Comma, Period, and Slash keys

Objective: The students will use the freetypinggame.net website to review the Z, X, C, V, B, N, M, Comma, Period, and Slash 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 6, 11, 12, 14, and 16 on the typing website and print out their completion certificates.

Upcoming Events: Keyboarding - Timing Test

Wednesday 12-11-2019

Topic: Keyboarding - Timing Test

Objective: The students will use the freetypinggame.net website to test their speed and accuracy while typing. 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. They will be timed using test # 2, 4, 6, and 8. The students will go to nitrotype.com and play the racing game.

Assignment: None

Upcoming Events: Keyboarding - Review

Thursday 12-12-2019

Topic: Keyboarding - Review

Objective: The students will review the letters they have learned thus far by playing a typing race game. The students will be divided into teams. Each team must type lines of text. When a student finishes his line another student will be tagged and have to type the second line of text. The team with the fastest time and the least amount of errors will win.

Assignment: None

Upcoming Events: Safety and Security Online

Friday 12-13-2019

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. We will go to Nsteens and watch the video “Tracking Theresa”. 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 – Savvy Online Talk and Messaging