

COMPUTER GRADE 6 – 9:00-9:40

Monday 2-10-2020

Topic: Guidance Career Planning – Rotation A - Seige

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Graphic Design using Photoshop

Tuesday 2-11-2020

Topic: Guidance Career Planning – Rotation B - Strausser

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Graphic Design using Photoshop

Wednesday 2-12-2020

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Thursday 2-13-2020

Topic: Guidance Career Planning – Rotation D - Lasko

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Graphic Design using Photoshop

Friday 2-14-2020

Topic: Guidance Career Planning – Rotation E - Sepos

Objective: The student will complete career readiness activities using the xello website.

Assignment: None

Upcoming events: Graphic Design using Photoshop

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 2-10-2020

Topic: Online Abstract Art – A Rotation – Truby

Objective: The students will learn how to create abstract art utilizing www.bomomo.com. They will create an art picture and take a screen shot of it. This screenshot will be saved and uploaded to their Google drive accounts.

Assignment: None

Upcoming events: Pivot Animator

Tuesday 2-11-2020

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Wednesday 2-12-2020

Topic: Online Abstract Art – C Rotation – Besic

Objective: The students will learn how to create abstract art utilizing www.bomomo.com. They will create an art picture and take a screen shot of it. This screenshot will be saved and uploaded to their Google drive accounts.

Assignment: None

Upcoming events: Pivot Animator

Thursday 2-13-2020

Topic: Online Abstract Art – D Rotation - DeAngelo

Objective: The students will learn how to create abstract art utilizing www.bomomo.com. They will create an art picture and take a screen shot of it. This screenshot will be saved and uploaded to their Google drive accounts.

Assignment: None

Upcoming events: Pivot Animator

Friday 2-14-2020

Topic: Online Abstract Art – E Rotation – Glassman

Objective: The students will learn how to create abstract art utilizing www.bomomo.com. They will create an art picture and take a screen shot of it. This screenshot will be saved and uploaded to their Google drive accounts.

Assignment: None

Upcoming events: Pivot Animator

CHS INTRO TO JAVA PROGRAMMING

Monday 2-10-2020

Topic: JAVA Fundamentals – 7.10 – Arrays with Three or More Dimensions
7.11 – The Selection Sort and the Binary Search Algorithm

Objective: The students will read Chapter 7 section 7.10 and section 7.11. We will discuss multiple dimension arrays. The teacher will show the students how to declare and initialize a three-dimensional array. We will also discuss how a selection sort algorithm can be used to arrange data in a certain order. The students will learn how to use a selection sort by looking at the selection search pseudocode and by importing the SelectionSortDemo.java program. They will compile and run the program so they can see the results. We will discuss how a binary sort algorithm can be used to arrange data in a certain order. The students will learn how to use a selection sort by looking at the binary search pseudocode and by importing the BinarySearchDemo.java program. They will compile and run the program so they can see the results.

Assignment: None

Upcoming Events: The ArrayList Class

Tuesday 2-11-2020

Topic: JAVA Fundamentals – 7.13 – The ArrayList Class

Objective: The students will read Chapter 7 section 7.13. We will discuss how to create and use an ArrayList object. The students will learn how to add, insert and remove and item from an ArrayList by importing the ArrayListDemo1, 2, 3, 4, 5, and 6 .java programs. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: JAVA Fundamentals – Pitt Project 2 – “Airplane Seating”

Wednesday 2-12-2020

Topic: JAVA Fundamentals – Programming Challenges – Rainfall Class

Objective: The students will go to our Google classroom and work on the following program challenge: Rainfall Class. They will export the Java file and submit it to our online classroom for grading when completed.

Assignment: Work on the Rainfall Class Program Challenge.

Upcoming Events: Pitt Project 2 – “Airplane Seating”

Thursday 2-13-2020

Topic: JAVA Fundamentals – Programming Challenges – Rainfall Class

Objective: The students will go to our Google classroom and work on the following program challenge: Rainfall Class. They will export the Java file and submit it to our online classroom for grading when completed.

Assignment: Work on the Rainfall Class Program Challenge.

Upcoming Events: Pitt Project 2 – “Airplane Seating”

Friday 2-14-2020

Topic: JAVA Fundamentals – Programming Challenges – Rainfall Class

Objective: The students will go to our Google classroom and work on the following program challenge: Rainfall Class. They will export the Java file and submit it to our online classroom for grading when completed. It is due Tuesday.

Assignment: Work on the Rainfall Class Program Challenge.

Upcoming Events: Pitt Project 2 – “Airplane Seating”

GAME MAKER PROGRAMMING

Monday 2-10-2020

Topic: Endless Runner Project

Objective: The students will finish work on their Endless Runner game. It is due today.

Assignment: Submit the Endless Runner game to our online classroom for grading.

Upcoming Events: Catch the Clown Game

Tuesday 2-11-2020

Topic: Catch the Clown Game

Objective: The students will download the Catch the Clown resources from the Google classroom shared folder. Game design documents and each component of the Catch the Clown game will be discussed. It will include the description, goals, input, levels, flow diagram,

game environment, rule set, objects, and assets. The students will create and name objects using proper programming conventions. The coordinate system of GDevelop will be discussed. The students will create the clown object and the wall object and set their respective properties. They will learn how to add collision and mouse events. The teacher will explain how they work in computer programming. They will add the wall object and the clown object to their game scene. We will add code to make the clown object move in a certain direction. They will save the clown game.

Assignment: None

Upcoming Events: Adding more elements to the Catch the Clown game

Wednesday 2-12-2020

Topic: Catch the Clown Game

Objective: The students will create the main logic for the clown game. The teacher will explain why objects need events in order for the game to work. The students will test their game by saving the new changes they made to it and running the clown game. The students will put the final touches on the Catch the Clown game. They will add a more appropriate playing background and make the clown more difficult to catch. They will include adding a score that will be displayed on the screen as well as adding music and sounds to the game. The students will test and save the clown game.

Assignment: None

Upcoming Events: Clicker Game Project

Thursday 2-13-2020

Topic: Clicker Game Project

Objective: The students will begin work on their own Clicker game. The teacher will go over the project instructions. The students will go to opengameart.org and find images, sounds, and music for their game. They will download all the game resources needed for their game. The students will begin modeling and improving their clicker style game using the game we created together in class. They will use reverse engineering to make their game. This is their second chance at using Model and improve! All they have to do is give the game a different look by changing the characters, images, and sounds.

Assignment: None

Upcoming Events: Clicker Game Project

Friday 2-14-2020

Topic: Clicker Game Project

Objective: The students will continue to work on their Clicker game. It is due Tuesday.

Assignment: None

Upcoming Events: Tanks Shooter

COMPUTER 7

Monday 2-10-2020

Topic: UFO Alien Rescue Game

Objective: In this step, we want to pick up the aliens when the tractor beam is over them and the player presses a button. The students will do this by creating a procedure for the alien class to check if the current alien object is in the beam. If it is, they will move the alien into the ship. A procedure is something an object knows how to do like move or turn. A class defines the procedures and properties for all objects of that class. Procedures can take parameters, which define a piece of information that is passed to the procedure.

Assignment: None

Upcoming Events: Checking if You Have Won the Game

Tuesday 2-11-2020

Topic: UFO Alien Rescue Game

Objective: In this step, the students will add a way to win the game. They can do this by repeatedly checking if the aliens are inside the ship; if all three are in the ship at the same time, you won! They will use a while loop to repeat a section of code while a condition is true. They will also add a Boolean variable, which can be either true or false to keep track of if they have won, or not. This time we will use a compound conditional, which is a conditional that has more than one part. An example of a compound conditional is: if my score is greater than five, and my health is greater than zero then I win the game

Assignment: None

Upcoming Events: More Things to Try and Add to the Game

Wednesday 2-12-2020

Topic: UFO Alien Rescue Game

Objective: The students will customize the Alien Rescue game on their own. They can choose from the following ideas:

- Make the characters move around the scene with a new procedure so it's harder to catch them
- Add sound effects to the game
- Display the score
- Add a timer which only gives the user so long to collect the aliens
- Making it so the player loses if s/he takes too long
- Add instructions for playing the game

Assignment: None

Upcoming Events: 3D Modeling

Thursday 2-13-2020

Topic: UFO Alien Rescue Game

Objective: The students will finish customizing their Alien Rescue game. They will demo their game to the teacher and explain what additions they made to the game.

Assignment: Submit the Alien Rescue game to our online classroom for grading.

Upcoming Events: 3D Modeling

Friday 2-14-2020

Topic: Introduction to SketchUp – Getting Started

Objective: The students will learn about a 3D modeling computer program for a wide range of drawing applications such as architectural, interior design, civil and mechanical engineering, film, and video game design. They will learn how to use the getting started tools by selecting a template, navigating the SketchUp interface, creating their very first 3D model, and saving their work. They will complete the Introduction to Sketchup tutorial that is located in our Google classroom.

Assignment: None

Upcoming Events: Sketchup Default Trays