## COMPUTER GRADE 6 – 9:00-9:40

Monday 2-17-2020

**Topic:** Guidance Career Planning – Rotation E - Sepos

**Objective:** No School Today

**Assignment:** None

**Upcoming events:** Graphic Design using Photoshop

Tuesday 2-18-2020

**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

Wednesday 2-19-2020

**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

Thursday 2-20-2020

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

**Objective:** None

**Assignment:** None

**Upcoming events:** None

Friday 2-21-2020

**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

## COMPUTER GRADE 3 – 9:45 – 10:25

Monday 2-17-2020

**Topic**: Pivot Animator – E Rotation – Glassman

**Objective:** No School Today

**Assignment**: None

**Upcoming events:** Pivot Animator 1

Tuesday 2-18-2020

**Topic**: Pivot Animator – A Rotation – Truby

**Objective:** The teacher will show the students how to create an animated stick figure that has his head spinning in a circle using the Pivot Animator software. It uses two simple movements. The first movement is positioning the stick figure arm upward in small increments until it reaches the head. The second movement is moving the head in small increments making it appear to roll completely around the body.

**Assignment:** None

**Upcoming events:** Pivot Animator 2

Wednesday 2-19-2020

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

**Objective:** None

**Assignment**: None

**Upcoming events:** None

Thursday 2-20-2020

**Topic**: Pivot Animator – C Rotation – Besic

**Objective:** The teacher will show the students how to create an animated stick figure that has his head spinning in a circle using the Pivot Animator software. It uses two simple movements. The first movement is positioning the stick figure arm upward in small increments until it reaches the head. The second movement is moving the head in small increments making it appear to roll completely around the body.

**Assignment:** None

**Upcoming events:** Pivot Animator 2

Friday 2-21-2020

**Topic**: Pivot Animator – D Rotation - DeAngelo

**Objective:** The teacher will show the students how to create an animated stick figure that has his head spinning in a circle using the Pivot Animator software. It uses two simple movements. The first movement is positioning the stick figure arm upward in small increments until it reaches the head. The second movement is moving the head in small increments making it appear to roll completely around the body.

**Assignment:** None

**Upcoming events:** Pivot Animator 2

## CHS INTRO TO JAVA PROGRAMMING

Monday 2-17-2020

**Topic**: No School Today

**Objective**: None

**Assignment**: None

**Upcoming Events:**

Tuesday 2-18-2020

**Topic**: JAVA Fundamentals – Programming Challenges – Rainfall Class

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

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

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

Wednesday 2-19-2020

**Topic**: JAVA Fundamentals – Pitt Project 2 – “Airplane Seating”

**Objective**: The Pitt students will begin work on their second programming project from Pitt University. The project instructions are located in our online classroom. It is called “CHS Project 2 – Airplane Seating”. The objective of the project is to figure out the odds of getting your assigned seat if someone else sits in the wrong seat. This program uses arrays and methods to collect and display the stats from the airplane seating arrangement.

The non-Pitt students will work on the Charge Account Validation program. Instructions are located in the Google classroom.

**Assignment**: Work on Pitt Project 2

**Upcoming Events:** Pitt Exam #2

Thursday 2-20-2020

**Topic**: JAVA Fundamentals – Pitt Project 2 – "Airplane Seating"

**Objective**: The students will continue to work on their second programming project from Pitt University. The project instructions are located in our online classroom. It is called "CHS Project 2 – Airplane Seating".

The non-Pitt students will continue to work on the Charge Account Validation program. Instructions are located in the Google classroom.

**Assignment**: Work on Pitt Project 2

**Upcoming Events:** Pitt Exam #2

Friday 2-21-2020

**Topic**: JAVA Fundamentals – Pitt Project 2 – "Airplane Seating"

**Objective**: The students will continue to work on their second programming project from Pitt University. The project instructions are located in our online classroom. It is called "CHS Project 2 – Airplane Seating".

The non-Pitt students will continue to work on the Charge Account Validation program. Instructions are located in the Google classroom.

**Assignment**: Work on Pitt Project 2

**Upcoming Events:** Pitt Exam #2

## GAME MAKER PROGRAMMING

Monday 2-17-2020

**Topic**: No School Today

**Objective**: None

**Assignment**: None

**Upcoming Events:**

Tuesday 2-18-2020

**Topic:** Clicker Game Project

**Objective:** The students will finish work on their Clicker game. It is due today. The students will download the Tank Shooter resources from the Google classroom shared folder. They will extract the files to a new folder called Tank.

**Assignment**: Submit the Clicker game to our online classroom for grading.

**Upcoming Events:** Tank Shooter

Wednesday 2-19-2020

**Topic:** Tank Shooter

**Objective:** The students will create a new game with the proper dimensions and properties. This game has unlimited amount of enemies that spawn off the screen and chase the player tank. The goal is to shoot all the enemies before you run out of health. They will create the turret and have it turn towards the mouse. They will setup the shooting mechanism where the bullets shoot from the front of the turret. A fireRate timer will be used to control the speed and timing of the shooting mechanism. They will save the Tank Shooter game.

**Assignment**: None

**Upcoming Events:** Adding the enemies to the Tank Shooter game

Thursday 2-20-2020

**Topic:** Tank Shooter

**Objective:** The students will create enemy tanks that try to attack the turret. The tanks will be created off the screen and will move towards the turret. A random enemy will shoot at the turret every few seconds. Explosions will be created when the turret's bullet hits an enemy. We will also create an explosion when an enemy bullet hits the turret. The students will save and test the Tank Shooter game.

**Assignment**: None

**Upcoming Events:** Adding More Explosions and Game Over Logic

Friday 2-21-2020

**Topic:** Tank Shooter

**Objective:** The students will create an explosion when an enemy bullet hits the turret or when the enemy runs into the turret. They will add a Game Over message when the player or the enemy wins. Bullets stay alive in memory even when they go off the screen. He students will add code to delete them so the game is less memory intensive. A background will be added to give a more realistic effect to the game. Comments will be added to the code. The students will save and test the Tank Shooter game.

**Assignment**: None

**Upcoming Events:** Game Enhancements – Player and Enemy Health

## COMPUTER 7

Monday 2-17-2020

**Topic**: No School Today

**Objective**: None

**Assignment**: None

**Upcoming Events:** Sketchup Default Trays

Tuesday 2-18-2020

**Topic**: SketchUp Default Trays

**Objective**: The students will learn how to use the default trays in Sketchup. These include the Styles, Shadows, Instructor, and Material trays. The students will experiment with the tray settings and features by creating a 3D object and applying tray settings to their objects. They will complete the Colors and Materials tutorial that is located in our Google Classroom.

**Assignment**: None

**Upcoming Events:** Sketchup Default Trays

Wednesday 2-19-2020

**Topic**: SketchUp Default Trays

**Objective**: The students will continue to learn how to use the default trays in Sketchup. The students will experiment with the Components tray settings and features by creating a 3D object and applying the tray settings to their objects. They will complete the Start a Drawing, Part 1 tutorial that is located in our Google Classroom.

**Assignment**: None

**Upcoming Events:** Sketchup House

Thursday 2-20-2020

**Topic**: SketchUp House

**Objective**: The students will use Sketchup to build a house. They will build the structure, add a roof, add roof peaks, add a framed door, and add a framed window. The teacher will demonstrate and the students will follow along. They will complete the Start a Drawing, Parts 2 and 3 tutorials that are located in our Google Classroom. We will also learn how to use the Component search engine to find other 3D objects that can be added to our house.

**Assignment**: None

**Upcoming Events:** Holograms

Friday 2-21-2020

**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