

COMPUTER GRADE 6 – 9:00-9:40

Monday 2-3-2020

Topic: Guidance Career Planning – Rotation A - Seige

Objective: No School Today

Assignment: None

Upcoming events: Guidance Career Planning

Tuesday 2-4-2020

Topic: Guidance Career Planning – Rotation B - Strausser

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

Assignment: None

Upcoming events: Guidance Career Planning

Wednesday 2-5-2020

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Thursday 2-6-2020

Topic: Guidance Career Planning – Rotation D - Lasko

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

Assignment: None

Upcoming events: Guidance Career Planning

Friday 2-7-2020

Topic: Guidance Career Planning – Rotation E - Sepos

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

Assignment: None

Upcoming events: Guidance Career Planning

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 2-3-2020

Topic: Guidance Career Planning – A Rotation – Truby

Objective: No School Today

Assignment: None

Upcoming events: Guidance Career Planning

Tuesday 2-4-2020

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

Wednesday 2-5-2020

Topic: Guidance Career Planning – C Rotation – Basic

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

Assignment: None

Upcoming events: Guidance Career Planning

Thursday 2-6-2020

Topic: Guidance Career Planning – D Rotation - DeAngelo

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

Assignment: None

Upcoming events: Guidance Career Planning

Friday 2-7-2020

Topic: Guidance Career Planning – E Rotation – Glassman

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

Assignment: None

Upcoming events: Guidance Career Planning

CHS INTRO TO JAVA PROGRAMMING

Monday 2-3-2020

Topic: No School Today

Objective: None

Assignment: None

Upcoming Events: Returning Arrays from Methods

Tuesday 2-4-2020

Topic: JAVA Fundamentals – 7.3 - Passing Arrays as Arguments to Methods and Useful Array Algorithms and Operations Use classes

Objective: The students will read Chapter 7 section 7.3. We will discuss passing a single array element and passing the whole array to a method. The students will import the PassElements.java program and the PassArray.java program. They will compile and run the programs so they can see the results. The students will complete the Checkpoint problems on page 430. We will discuss comparing arrays and some useful array algorithms that compute basic math operations. These will include comparing arrays, summing values in arrays, getting the average of array elements, and finding the highest and lowest array values. The students will import the SalesData.java program and the Sales.java programs. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: Returning Arrays from Methods

Wednesday 2-5-2020

Topic: JAVA Fundamentals – 7.4 – Some Useful Array Algorithms and Operations and 7.5 – Returning Arrays from Methods

Objective: The students will continue to read Chapter 7 section 7.4 and also section 7.5. We will discuss partially filled arrays and how to handle them using a sentinel controlled loop. Working with arrays and files and returning arrays from methods will also be discussed. The students will import the PartialArray.java program, the ArrayWriteFile.java program, ArrayReadFile.java program, and the ReturnArray.java program. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: String Arrays, Arrays of Objects, and the Sequential Search Algorithm

Thursday 2-6-2020

Topic: JAVA Fundamentals – 7.6 – String Arrays, 7.7 – Arrays of Objects, 7.8 – The Sequential Search Algorithm

Objective: The students will read Chapter 7 sections 7.6, 7.7, and 7.8. We will discuss how to create String arrays and how to call string methods from an array element. That will include how to create arrays of objects that are instances of classes. We will also discuss what a search algorithm is and what a sequential search algorithm does. The students will import the MonthDays.java program, the ObjectArray.java program and the BankAccount class. The students will create a sequential search algorithm on an array by importing the SearchArray.java program. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: Two-Dimensional Arrays and Initialize a Two-Dimensional Array

Friday 2-7-2020

Topic: JAVA Fundamentals – 7.9 – Two-Dimensional Arrays and Initialize a Two-Dimensional Array

Objective: The students will read Chapter 7 section 7.9. We will discuss what a two-dimensional array is and how it works. The students will learn how to use a two-dimensional array by importing the CorpSales.java program. We will discuss how to initialize a two-dimensional array and how to determine the array's length. The students will learn how to use a two-dimensional array by importing the Lengths.java program. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: Display all the Elements of a Two-Dimensional Array and Pass Two-Dimensional Arrays to Methods

GAME MAKER PROGRAMMING

Monday 2-3-2020

Topic: No School Today

Objective: None

Assignment: None

Upcoming Events: Endless Runner Game Project

Tuesday 2-4-2020

Topic: Endless Runner Project

Objective: The students will begin work on their own Endless Runner game. The teacher will go over the project instructions. The teacher will introduce the students to opengameart.org.

This is a place to get free artwork for their games. 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 designing and coding a new Endless Runner game using the game we created together in class. They will use reverse engineering to make their game. This is their first 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: Endless Runner Project

Wednesday 2-5-2020

Topic: Endless Runner Project

Objective: The students will continue to work on their Endless Runner game.

Assignment: None

Upcoming Events: Endless Runner Project

Thursday 2-6-2020

Topic: Endless Runner Project

Objective: The students will continue to work on their Endless Runner game.

Assignment: None

Upcoming Events: Endless Runner Project

Friday 2-7-2020

Topic: Endless Runner Project

Objective: The students will continue to work on their Endless Runner game.

Assignment: None

Upcoming Events: Endless Runner Project

COMPUTER 7

Monday 2-3-2020

Topic: No School Today

Objective: None

Assignment: None

Upcoming Events: Alice Programming

Tuesday 2-4-2020

Topic: Alice Programming

Objective: The students will create a short scene based on the movie Finding Nemo with Nemo, a clownfish, Dory, a blue tang, and Bruce, a shark. They will learn:
How to pick a template (background) for their Alice world.
How to create objects from classes (classifications) in Alice.
How to position objects in Alice.
How to run a procedure to move an object in Alice while they are setting up the scene.
The instructions are located at <http://ice-dl.cc.gatech.edu/?q=node/849>.

Assignment: None

Upcoming Events: Alice Alien Game

Wednesday 2-5-2020

Topic: UFO Alien Rescue Game

Objective: The students will create a simple game in Alice 3 and learn some basic concepts in computer programming. The goal of the game is to drive around a UFO and pick up the aliens. They will learn how to create Objects and Change Properties, add Conditional Statements, Create and Use Variables, How to Handle Events, and Create Procedures and Add Parameters. We will begin by creating the project and setting up the camera. We will also create the UFO.

Assignment: None

Upcoming Events: Moving the UFO with the Arrow Keys

Thursday 2-6-2020

Topic: UFO Alien Rescue Game

Objective: In this step, the students will make the UFO move when the user presses the up and down arrow keys. Each time the user presses an arrow key this will create an event. An event is an action like a button push or mouse click. We can add code to listen for an event. When the event occurs that code will be executed (run). We will create a property to control how fast the UFO moves, called "speed". A property is an attribute or detail about an object. A property can also be called a variable, which is a named value, and that value can change or vary. We will use a conditional statement to execute code only if some condition is true. These are also called if statements. The UFO can move forwards and backwards, but if we want it to go in another direction, the students will need to tell it how to turn right and left. We will create a variable to hold the turn speed and add conditionals to check if the left or right arrow key has been pressed. A variable is a stored value for a name and that value can change or vary. A conditional executes code if some condition is true. This is also called an "if" statement.

Assignment: None

Upcoming Events: Adding People and Aliens to the Scene

Friday 2-7-2020

Topic: UFO Alien Rescue Game

Objective: Our scene has almost all of the objects it needs for the game - all that is missing are the people and aliens the UFO will pick up. The students will add these objects to the scene and customize them. They will also create the tractor beam that will be used to pick up the aliens in our game.

Assignment: None

Upcoming Events: Programming the Tractor Beam