

COMPUTER GRADE 6 – 9:00-9:40

Monday 3-16-2020

Topic: No Class Today – Rotation C

Objective: None

Assignment: None

Upcoming events: None

Tuesday 3-17-2020

Topic: Photoshop Examples - Matrix – Rotation D – Lasko

Objective: The students will practice the skills they have learned in Photoshop by completing various pre-designed examples. These examples will truly show them the power of Photoshop. Some examples will introduce the students to new skills and to some of the more complex features and tools of Photoshop. Today they will create a matrix effect with the help of the teacher.

Assignment: Submit Matrix effect to our online classroom for grading.

Upcoming events: Photoshop Examples – Cartoon Background

Wednesday 3-18-2020

Topic: Photoshop Examples - Cartoon – Rotation E - Sepos

Objective: The students will practice the skills they have learned in Photoshop by completing various pre-designed examples. These examples will truly show them the power of Photoshop. Some examples will introduce the students to new skills and to some of the more complex features and tools of Photoshop. Today they will create a cartoon looking background with the help of the teacher.

Assignment: Submit cartoon background to our online classroom for grading.

Upcoming events: Photoshop Examples – Chaotic Flames

Thursday 3-19-2020

Topic: Photoshop Examples - Cartoon – Rotation A - Seige

Objective: The students will practice the skills they have learned in Photoshop by completing various pre-designed examples. These examples will truly show them the power of Photoshop. Some examples will introduce the students to new skills and to some of the more complex features and tools of Photoshop. Today they will create a cartoon looking background with the help of the teacher.

Assignment: Submit cartoon background to our online classroom for grading.

Upcoming events: Photoshop Examples – Chaotic Flames

Friday 3-20-2020

Topic: Photoshop Examples - Cartoon – Rotation B - Strausser

Objective: The students will practice the skills they have learned in Photoshop by completing various pre-designed examples. These examples will truly show them the power of Photoshop. Some examples will introduce the students to new skills and to some of the more complex features and tools of Photoshop. Today they will create a cartoon looking background with the help of the teacher.

Assignment: Submit cartoon background to our online classroom for grading.

Upcoming events: Photoshop Examples – Chaotic Flames

COMPUTER GRADE 3 – 9:45 – 10:25

Monday 3-16-2020

Topic: No School Today – C Rotation - Besic

Objective: None

Assignment: None

Upcoming events: Voki

Tuesday 3-17-2020

Topic: Quick Draw – D Rotation - DeAngelo

Objective: The teacher will introduce the students to Google Quick, Draw. quickdraw.withgoogle.com. The students will be given a word and have to draw pictures on the screen. They will have 20 seconds to complete each drawing.

Assignment: None

Upcoming events: Voki

Wednesday 3-18-2020

Topic: Voki – E Rotation - Glassman

Objective: The teacher will show the students how to create an animated avatar using sample characters, recordings, and music. The students will go to www.voki.com and create

their own avatar. They will experiment with all the tools to become familiar with the Voki options.

Assignment: None

Upcoming events: Photo Editing

Thursday 3-19-2020

Topic: Voki – A Rotation - Truby

Objective: The teacher will show the students how to create an animated avatar using sample characters, recordings, and music. The students will go to www.voki.com and create their own avatar. They will experiment with all the tools to become familiar with the Voki options.

Assignment: None

Upcoming events: Photo Editing

Friday 3-20-2020

Topic: No Class Today – B Rotation

Objective: None

Assignment: None

Upcoming events: None

CHS INTRO TO JAVA PROGRAMMING

Monday 3-16-2020

Topic: No School Today

Objective: None

Assignment: None

Upcoming Events: JAVA Fundamentals – 8.1 – Static Class Methods, 8.2 – Passing Objects as Arguments to Methods, 8.3 – Returning Objects from Methods

Tuesday 3-17-2020

Topic: JAVA Fundamentals – 8.1 – Static Class Methods, 8.2 – Passing Objects as Arguments to Methods, 8.3 – Returning Objects from Methods

Objective: The students will read Chapter 8 sections 8.1, 8.2, and 8.3. We will discuss how a static class member belongs to the class and not to objects instantiated from the class. The

students will learn how to pass and return objects via methods by importing the Countable.java, StaticDemo.java, Metric.java, MetricDemo.java, PassObject.java, PassObject2.java, and ReturnObject.java programs. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: JAVA Fundamentals – 8.4 – The toString Method and 8.5 - the equals Method

Wednesday 3-18-2020

Topic: JAVA Fundamentals – 8.4 – The toString Method and 8.5 - the equals Method

Objective: The students will read Chapter 8 section 8.4 and 8.5. We will discuss how to implicitly call the toString method via the print and println commands. The students will write a toString method in the Rectangle and Rational classes. Testing to see if two objects contain the same data cannot be accomplished with the == operator. We can use the equals method that is part of the String class to do this. The students will write the equals method in the Rectangle and Rational classes.

Assignment: None

Upcoming Events: JAVA Fundamentals – 8.8 – The *this* Reference Variable

Thursday 3-19-2020

Topic: JAVA Fundamentals – 8.8 – The *this* Reference Variable

Objective: The students will read Chapter 8 section 8.8. We will discuss what the *this* reference variable is and how it can be used. The students will learn how to use the *this* reference variable by adding it to their Rectangle class java program. They will compile and run the program so they can see the results.

Assignment: None

Upcoming Events: JAVA Fundamentals – 9.1 – Wrapper Classes and 9.2 – Character Class

Friday 3-20-2020

Topic: JAVA Fundamentals – 9.1 – Wrapper Classes and 9.2 – Character Class

Objective: The students will read Chapter 9 sections 9.1 and 9.2. We will discuss what wrapper classes are and how to use them. The students will learn how to use the Character class and its methods by importing the CharacterTest.java, CustomerNumber.java, and CircleArea.java programs. They will compile and run the programs so they can see the results.

Assignment: None

Upcoming Events: Java Fundamentals – 9.3 – More String Methods

GAME MAKER PROGRAMMING

Monday 3-16-2020

Topic: No School Today

Objective: None

Assignment: None

Upcoming Events: Endless Runner

Tuesday 3-17-2020

Topic: Endless Runner

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

Assignment: None

Upcoming Events: Endless Runner

Wednesday 3-18-2020

Topic: Endless Runner

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

Assignment: None

Upcoming Events: Endless Runner

Thursday 3-19-2020

Topic: Endless Runner

Objective: The students will continue to work on their Endless Runner game. It is due tomorrow.

Assignment: None

Upcoming Events: Endless Runner

Friday 3-20-2020

Topic: Endless Runner

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: Geo Dash Game

COMPUTER 7

Monday 3-16-2020

Topic: No School

Objective: None

Assignment: None

Upcoming Events: Keyboarding - Review the Letters Q, W, E, R, T, Y, U, I and O keys

Tuesday 3-17-2020

Topic: Keyboarding - Review the Letters Q, W, E, R, T, Y, U, I and O keys

Objective: The students will use the Tux Typing software to learn the letter P. They will use the freetypinggame.net website to review the Q, W, E, R, T, Y, U, I, O, P and the shift 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 5, 7, 10 on the typing website and print out their completion certificates.

Upcoming Events: Keyboarding - Learn the Letters Z, X, C, V and B keys

Wednesday 3-18-2020

Topic: Keyboarding - Learn the Letters Z, X, C, V and B keys

Objective: The students will use the Tux Typing software to learn the letters Z, X, C, V and B 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 22 – 26 in the Tux Typing software.

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

Thursday 3-19-2020

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

Friday 3-20-2020

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