

## COMPUTER GRADE 6 – 9:00-9:40

Monday 3-9-2020

**Topic:** Photoshop Examples - Matrix – 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 matrix effect with the help of the teacher.

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

**Upcoming events:** Photoshop Examples – Cartoon Background

Tuesday 3-10-2020

**Topic:** Photoshop Examples - Matrix – 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 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 3-11-2020

**Topic:** Photoshop Examples - Matrix – 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 matrix effect with the help of the teacher.

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

**Upcoming events:** Photoshop Examples – Cartoon Background

Thursday 3-12-2020

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

**Objective:** None

**Assignment:** None

**Upcoming events:** None

Friday 3-13-2020

**Topic:** Act 80 Day – No School – Rotation D – Lasko

**Objective:** None

**Assignment:** None

**Upcoming Events:** Photoshop Examples – Matrix

### COMPUTER GRADE 3 – 9:45 – 10:25

Monday 3-9-2020

**Topic:** Quick Draw – E Rotation - Glassman

**Objective:** The teacher will introduce the students to Google Quick, Draw. [quickdraw.withgoogle.com](https://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:** Photo Editing

Tuesday 3-10-2020

**Topic:** Quick Draw – A Rotation - Truby

**Objective:** The teacher will introduce the students to Google Quick, Draw. [quickdraw.withgoogle.com](https://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:** Photo Editing

Wednesday 3-11-2020

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

**Objective:** None

**Assignment:** None

**Upcoming events:** None

Thursday 3-12-2020

**Topic:** Quick Draw – C Rotation - Basic

**Objective:** The teacher will introduce the students to Google Quick, Draw. [quickdraw.withgoogle.com](https://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:** Photo Editing

Friday 3-13-2020

**Topic:** Act 80 Day – No School – D Rotation - DeAngelo

**Objective:** None

**Assignment:** None

**Upcoming Events:** Quick Draw with Google

## CHS INTRO TO JAVA PROGRAMMING

Monday 3-9-2020

**Topic:** JAVA Fundamentals – Pitt Exam 2 – Part 2

**Objective:** The students will complete part 2 of the Pitt Exam. The teacher will administer the exam to ensure validity of the results.

**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 3-10-2020

**Topic:** JAVA Fundamentals – Pitt Exam 2 – Part 3

**Objective:** The students will complete part 3 of the Pitt Exam. The teacher will administer the exam to ensure validity of the results.

**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

Wednesday 3-11-2020

**Topic:** JAVA Fundamentals – Pitt Exam 2 – Part 4

**Objective:** The students will complete part 4 of the Pitt Exam. The teacher will administer the exam to ensure validity of the results.

**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

Thursday 3-12-2020

**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

Friday 3-13-2020

**Topic:** Act 80 Day – No School

**Objective:** None

**Assignment:** None

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

## GAME MAKER PROGRAMMING

Monday 3-9-2020

**Topic:** Floppy Cats – Part 4 – Title Scene, High Score System, and Game Music and Sounds

**Objective:** The students will create a game title screen that will show when the game starts. The students will create a high score system that will keep track of the day's highest score. They will create a title object and add it to the title screen. The students will create and add all the sound effects for the game. They will also add game music to the game. This will finish the game.

**Assignment:** None

**Upcoming Events:** Endless Runner

Tuesday 3-10-2020

**Topic:** Endless Runner

**Objective:** An endless runner game is similar to the Flappy Birds game. The teacher will introduce the concept of an endless runner and show some examples that other people have created. The students will go to [opengameart.org](http://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 game.

**Assignment:** None

**Upcoming Events:** Endless Runner

Wednesday 3-11-2020

**Topic:** Endless Runner

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

**Assignment:** None

**Upcoming Events:** Endless Runner

Thursday 3-12-2020

**Topic:** Endless Runner

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

**Assignment:** None

**Upcoming Events:** Endless Runner

Friday 3-13-2020

**Topic:** Act 80 Day – No School

**Objective:** None

**Assignment:** None

**Upcoming Events:** Endless Runner

## COMPUTER 7

Monday 3-9-2020

**Topic:** Keyboarding - Home Row Keys Timing Test #1

**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.

**Assignment:** None

**Upcoming Events:** Keyboarding - Letters Q, W, E, R, and the Apostrophe

Tuesday 3-10-2020

**Topic:** Keyboarding - Learn the Letters Q, W, E, R, and the Apostrophe

**Objective:** The students will use the Tux Typing software to learn the letters Q, W, E, R and the apostrophe. 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 11 – 15 in the Tux Typing software.

**Upcoming Events:** Keyboarding - Learn the Letters T, Y, U, I, and the letter O

Wednesday 3-11-2020

**Topic:** Keyboarding - Learn the Letters T, Y, U, I, and the letter O

**Objective:** The students will use the Tux Typing software to learn the letters T, Y, U, I and O. 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 16 – 20 in the Tux Typing software.

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

Thursday 3-12-2020

**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

Friday 3-13-2020

**Topic:** Act 80 Day – No School

**Objective:** None

**Assignment:** None

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