BUILDING VIRTUAL WORLDS

Monday 9-19-2016

Topic: Creating Your Own Virtual World Project

Objective: The students will continue to work on their virtual building.

Assignment: Work on virtual world project

Upcoming Events: Virtual World Project Presentations

Tuesday 9-20-2016

Topic: Creating Your Own Virtual World Project

Objective: The students will continue to work on their virtual building.

Assignment: Work on virtual world project

Upcoming Events: Virtual World Project Presentations

Wednesday 9-21-2016

Topic: Creating Your Own Virtual World Project

Objective: The students will continue to work on their virtual building.

Assignment: Work on virtual world project

Upcoming Events: Virtual World Project Presentations

Thursday 9-22-2016

Topic: Creating Your Own Virtual World Project

Objective: The students will continue to work on their virtual building.

Assignment: Work on virtual world project

Upcoming Events: Virtual World Project Presentations

Friday 9-23-2016

Topic: Creating Your Own Virtual World Project

Objective: The students will continue to work on their virtual building. It is due during the next class period.

Assignment: Work on virtual world project

Upcoming Events: Virtual World Project Presentations
Monday 9-19-2016

**Topic:** JAVA Fundamentals - 2.13 Reading Keyboard Input

**Objective:** The students will continue to discuss getting and storing keyboard entries from a user. The scanner class does not have a method for reading a single character. The students will learn to mix the scanner class methods and the charAt command to retrieve a single character from the user. We will modify the Payroll.java program so that it will accept a char data type and display it on the screen. The students will discuss mixing calls to nextLine with calls to other scanner class methods as these can cause some unwanted results. We will analyze the issues and come up with a solution.

**Assignment:** None

**Upcoming Events:** Dialog Boxes

Tuesday 9-20-2016

**Topic:** JAVA Fundamentals - 2.14 Dialog Boxes

**Objective:** The students read Chapter 2 section 2.14. We will discuss JOptionPane class and how it can be used to create a message box and an input dialog box. The students will type in the NamesDialog.java program and we will analyze the code.

**Assignment:** None

**Upcoming Events:** Math Class

Wednesday 9-21-2016

**Topic:** JAVA Fundamentals - 2.14 Dialog Boxes

**Objective:** The students will learn how to convert String input to a number format. We will discuss the various parsing methods that are part of the wrapper classes. The students will type in the PayrollDialog.java program and we will analyze the code.

**Assignment:** None

**Upcoming Events:** Math Class

Thursday 9-22-2016

**Topic:** JAVA Fundamentals – Math Class and String Class

**Objective:** The students will learn about the methods of the Math class. These include the .PI, .sqrt, and the .pow methods. They will also learn about the String class methods. These include the .replace and .substring methods. The students will type in the MathMethods.java
program and we will analyze the code. We will review the common errors to avoid when programming in Chapter 2 section 2.15.

**Assignment:** None

**Upcoming Events:** Chapter 2 Review

Friday 9-23-2016

**Topic:** JAVA Fundamentals – Review Exercises

**Objective:** The students will complete the review questions on page 100 using the Promethean clickers. We will discuss the results as each question is answered. The students will be called upon to find the error in a program that will be displayed on the Promethean board.

**Assignment:** None

**Upcoming Events:** Programming Challenges

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**CHS WEB DESIGN**

Monday 9-19-2016

**Topic:** Chapter 3 - How to use HTML to Structure a Web Page

**Objective:** The students will continue learn how to format text elements, code text heading and paragraphs, and learn how and when to code inline elements for formatting and identifying text. They will create the files that are listed in the assignment area and add them to their PSPad ch03 project.

**Assignment:** entities.html and coreattr.html

**Upcoming Events:** Structuring the Content of the Page

Tuesday 9-20-2016

**Topic:** Chapter 3 - How to use HTML to Structure a Web Page

**Objective:** The students will learn how to structure the content of a page and how to code div and span elements. They will create the file that is listed in the assignment area and add it to their PSPad ch03 project.

**Assignment:** div_span.html

**Upcoming Events:** How to Structure a Page with HTML5 Semantic Elements

Wednesday 9-21-2016

**Topic:** Chapter 3 - How to use HTML to Structure a Web Page
**Objective:** The students will learn how to structure a page with HTML 5 semantic elements. They will create the files that are listed in the assignment area and add them to their PSPad ch03 project.

**Assignment:** html5_elements.html and more_html5.html

**Upcoming Events:** Add Links, Lists, and Images

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**Thursday 9-22-2016**

**Topic:** Chapter 3 - How to use HTML to Structure a Web Page

**Objective:** The students will learn how to add links, lists, and images including both relative and absolute URL links. They will also code ordered and unordered lists. They will create the files that are listed in the assignment area and add them to their PSPad ch03 project.

**Assignment:** links.html, lists.html, and images.html

**Upcoming Events:** Putting the Structured Web Page All Together

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**Friday 9-23-2016**

**Topic:** Chapter 3 - How to use HTML to Structure a Web Page

**Objective:** Now that the students have seen the HTML elements for structuring a webpage, they will create a web page that displays information about a series of lectures being presented by a non-profit organization. This web page demonstrates the use of the elements they learned in chapter 3. The teacher will give them a picture of the web page and help them create the page using the Book Apps CH03 index.html file. The students will create a folder structure called Book Apps that contains each chapter folder and files.

**Assignment:** Book Apps CH03 index.html

**Upcoming Events:** Chapter 3 Town Hall Book Exercises

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**COMPUTER 7**

**Monday 9-19-2016**

**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, and if it is, they'll 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 9-20-2016

**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 either be 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 9-21-2016

**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:** New Projects

Thursday 9-22-2016

**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 9-23-2016

**Topic:** UFO Alien Rescue Game
**Objective:** The students will continue to 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