Introduction to Digital Game Graphics April 13, 2020 NTI B Day #3

	NII B Day #3
	Class Connection
	Class website: <u>www.mrsoutlandteachingit.weebly.com</u>
	Twitter: @MzOutland
257.55	Instagram: mzoutland
	Facebook: Mz_Outland Class Creations
	Google Classroom: wil4a7p
	Remind: Send a text to: 81010 @ b9b9bd
	Snapchat:
	1. Create a schedule for schoolwork to be completed.
	2. Check daily agenda at www.mrsoutlandteachingit.weebly.com
Jalies Colleg	3. Check in with Mrs. Outland on B Days for attendance
	4. Attend Zoom Conference when scheduled
Social Norms	5. Join CLASS CONNECTIONS to communicate with the class.
7	6. Check school email daily
Citude serou	 Check Google Classroom for work to be submitted.
	8. Do the best you can; we are all in this together! #TogetherKy
	 Pay attention to due dates listed on the assignments.
	TODAY'S LEARNING ACTIVITIES
Standard AA3—Communicate and follow procedures.	Send an email to Mrs. Outland: angela.outland@fayette.kyschools.us
	Subject: Social Distancing
<u>I will:</u> Compose a professional email message.	Salutation: Good Morning
So I can: Communicate effectively with	Body: Tell Mrs. Outland if you understand that you should check in with your teachers
my team using complete sentences,	each "block" and each class time? Is anything stopping you from checking in with
correct spelling and grammar.	teachers and doing the required assignments. Do you know that school is in session and NTI is class "time" and class work?
<u>I know I have it when</u> : The message has	Use your signature block created in class.
been successfully sent with zero errors.	Coogle Cleannam Discussion Starten
BELLWORK: Question.	Google Classroom Discussion Starter: 1. Answer the questions on the Google Classroom.
	2. Give your thoughts and ideas on questions. Due : April 13, 2020 @ 1:00 a.m.
Learning Target: Use a problem-solving process.	Go to: www.Code.org—Log in! Your class has been created. 1. Signing Instudents can sign in to their Code.org accounts by going to
000000.	https://code.org and clicking the "Sign in" button in the top right corner.
	From there, they should choose the "Continue with Google" option:
Code.org	Unit 3: Students will be able to: 1. Reason about locations on the Game Lab coordinate grid
	 Communicate how to draw an image in Game Lab, accounting for shape position, color, and order

Code.org Lessons for today: Unit 3:	 Do: Lesson 1: Programming for Entertainment Begin working through Lesson 1. Download the handout from Google Classroom. Complete the code.org lessons. If you finish one lesson, move to the next lesson. Due Friday, April 10 @ Midnight.
Code.org Lessons for Today: UNIT 3	Code.org: Lesson 2 Game Animation Do: Lesson 2 PLOTTING SHAPES Begin working through Lesson 2 Handouts are uploaded to Google Classroom. Be sure to save all work: Save Early, Save often. Due Wednesday, April 15 @ 1:00 a.m.
Code.org Lessons for Today: UNIT 3	 Lesson 3: Drawing in a Game Lab Complete the lessons, watch the videos and journal the vocabulary words. Lesson 3 is due on Friday, April 17, 2020. If you need an extension, please email Mrs. Outland.
	 1. Download Zoom for virtual meetings. 2. Download Google Hangout/Meet 3. NTI Information is: <u>https://www.fcps.net/domain/10750</u> ZOOM MEETING @ 9:00 A.M ON MONDAY, APRIL 13.
LETS STAY CONNECTED: A FUN ASSIGNEMNT!	Take pictures of you each day doing an NTI Activity Take a picture on Thursday of you getting some "exercise". Upload to Google Classroom.

https://www.commonsense.org/education/top-picks/best-coding-tools-for-high-school-students

https://www.commonsense.org/education/top-picks/game-making-tools-for-schools

https://www.commonsensemedia.org/app-reviews/codea

https://venturebeat.com/2014/08/20/the-top-10-engines-that-can-help-you-make-your-game/