	Class Connection Class website: www.mrsoutlandteachingit.weebly.com Twitter: @MzOutland Instagram: mzoutland Facebook: Mz_Outland Class Creations Google Classroom: wil4a7p Remind: Send a text to: 81010 @ b9b9bd Snapchat:
	1. Understand that school is in session with NTI 2. Create a schedule for school work to be completed. 3. Check daily agenda at www.mrsoutlandteachingit.weebly.com 4. Check in with Mrs. Outland by doing the email assignment 5. Attend Zoom Conference when scheduled 6. Join CLASS CONNECTIONS to communicate with the class. 7. Check school email daily 8. Check Google Classroom for work to be submitted. 9. Do the best you can; we are all in this together! #TogetherKy 10. Pay attention to due dates listed on the assignments.

	TODAY'S LEARNING ACTIVITIES
Standard AA3—Communicate and follow procedures. **I will:** Compose a professional email message. **So I can**: Communicate effectively with my team using complete sentences, correct spelling and grammar. **I know I have it when**: The message has been successfully sent with zero errors.	Send an email to Mrs. Outland: angela.outland@fayette.kyschools.us **Subject**: Digital portfolio **Salutation**: Good Morning **Body**: Send Mrs. Outland an updated link to your digital portfolio we created in August 2019. Make sure to send the PUBLISHED link, not the project link. Use your signature block created in class.
BELLWORK: Question.	Google Classroom—Update Digital Portfolio. 1. Update your Google Site also know as the Digital Portfolio. 2. Due date for the update: April 16, 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 In--students can sign in to their Code.org accounts by going to **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 2. 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.
	Announcements 1. Download Zoom for virtual meetings. 2. Download Google Hangout/Meet 3. NTI Information is: https://www.fcps.net/domain/10750 **ZOOM MEETING To Be Announced (TBA)**
LETS STAY CONNECTED: **A FUN ASSIGNEMNT!**	**Take pictures of you and your family being Safe at home.** **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/