



Introduction to Digital Game Graphics

April 17, 2020

NTI B Day #5

	<p align="center">Class Connection</p> <p>Class website: www.mrsoutlandteachingit.weebly.com</p> <p>Twitter: @MzOutland</p> <p>Instagram: mzoutland</p> <p>Facebook: Mz_Outland Class Creations</p> <p>Google Classroom: wil4a7p</p> <p>Remind: Send a text to: 81010 @ b9b9bd</p>
	<ol style="list-style-type: none"> 1. Understand that school is in session with NTI 2. Create a schedule for schoolwork to be completed. 3. Check daily agenda at www.mrsoutlandteachingit.weebly.com 4. Check daily agenda and assignments on Google Classroom. 5. Complete email assignments as a form of communication with teachers. 6. Attend Zoom Conference when scheduled 7. Join CLASS CONNECTIONS to communicate with the class. 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.
<p>TODAY'S LEARNING ACTIVITIES</p>	<p>TODAY'S LEARNING ACTIVITIES</p>
<p>Standard AA3—Communicate and follow procedures.</p> <p>I will: Compose a professional email message.</p> <p>So I can: Communicate effectively with my team using complete sentences, correct spelling and grammar.</p> <p>I know I have it when: The message has been successfully sent with zero errors.</p>	<p>Send an email to Mrs. Outland: angela.outland@fayette.kyschools.us</p> <p>Subject: NTI</p> <p>Salutation: Happy Day!!</p> <p>Body: How is NTI Working out for you? What is good (for you) about doing assignments at home? What is the downside of working from home?</p> <p>Closing: Kind Regards,</p> <p>Use your signature block created in class.</p>
<p>BELLWORK: Question.</p>	<p>Google Classroom—Update Digital Portfolio.</p> <ol style="list-style-type: none"> 1. Update your Google Site also know as the Digital Portfolio. 2. Due date for the update: April 16, 2020 @ 1:00 a.m.
<p>Learning Target: Use a problem-solving process.</p>	<p>Go to: www.Code.org—Log in! Your class has been created.</p> <ol style="list-style-type: none"> 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. <i>From there, they should choose the "Continue with Google" option:</i>
<p>Code.org</p>	<p>Unit 3: Students will be able to:</p> <ol style="list-style-type: none"> 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



UPDATED BLOCK

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
APRIL 20	APRIL 21	APRIL 22	APRIL 23	APRIL 24
A	B	A	B	C-CONNECT
APRIL 27	APRIL 28	APRIL 29	APRIL 30	MAY 1
A	B	A	B	C-CONNECT

ROTATION SCHEDULE



Starting Monday, April 20, 2020,

- Every Monday and Wednesday will be an A-day
- Tuesday and Thursday will be a B-day. This is to provide consistency for students.
- Every Friday will be a C-Day for students/teachers/families to Connect
- Teachers may have assignments due on a Friday.
- Fridays, The Connect Day will be used for :
 - remediation, extra help, catching up, student/teacher conferences, or teacher/family conferences, etc.