

# Introduction to Digital Game Graphics

April 7, 2020

NTI B Day #1

## Class Connection



Class website: [www.mrsoutlandteachingit.weebly.com](http://www.mrsoutlandteachingit.weebly.com)

Twitter: @MzOutland

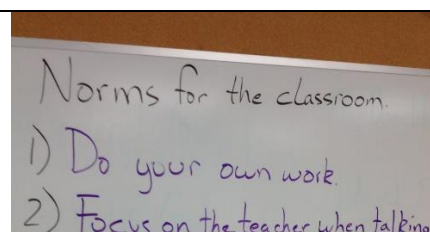
Instagram: mzoutland

Facebook: Mz\_Outland Class Creations

Google Classroom: wil4a7p

Remind: Send a text to: 81010 @ b9b9bd

Snapchat:



1. Check in with Mrs. Outland on B Days for attendance
2. Attend Zoom Conference when scheduled
3. Join CLASS CONNECTIONS
4. Check school email daily
5. Do the best you can; we are all in this together! #TogetherKy
- 6.

NTI Expectations

1. Contact Mrs. Outland if need a Chromebook or Internet/hotspot.
2. Check in with teachers each day for attendance purposes.
3. Pay attention to the 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 and without errors.

Send an email to Mrs. Outland: [angela.outland@fayette.kyschools.us](mailto:angela.outland@fayette.kyschools.us)

Subject: NTI

Salutation: Good Morning

Body: Tell Mrs. Outland if you have a computer, Internet and software needed to complete the work in class. Also, what questions do you have about NTI?

Thanks,

Use your signature block created in class.

New Unit: Social Responsibility and Intellectual Property.

Google Classroom Assignment—. Google Slide.

1. Due: Friday, April 10. Upload to Google Classroom.

Learning Target: Use a problem-solving process.

Go to: [www.Code.org](http://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 Lessons for today:

Begin with Unit 3:

Do: Lesson 1: Programming for Entertainment

- Begin working through Lesson 1.
- Get the handout from the teacher.
- Peer code with another person, and complete the lesson.

Due today.



# Announcements

1. Download Zoom for virtual meetings.
2. Download Google Hangout/Meet
3. NTI Information is: <https://www.fcps.net/domain/10750>

**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.commonsemmedia.org/app-reviews/codea>

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