Introduction to Digital Game Graphics AGENDA—March 12, 2020

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Star Bulle	1. Get your journal from the shelf.
	2. Log-in to the computer. Log-in to email.
	3. Log-in to Google Classroom.
	4. Go to www.mrsoutlandteachingit.weebly.com Open the daily
	agenda.
ter	5. Be in your seat when the bell rings.
	1. Minimize distractions to get work done.
Norms for the classroom.	2. Use calm indoor voice with working in groups.
I VOI WIS FOR The Classroom.	3. Create a caring culture. Be CREEK, be kind.
1) Do your own work. 2) Focus on the teacher when talking.	4. Respect your work area, clean up after yourself.
Do goor own work.	5. Use a good work ethic; cheating is not worth it.
2) tocus on the teacher when talking	6. Mrs. Outland will charge phones at her desk.
	7. Students aren't allowed to use phones when the teacher is talking.
	Review of Expectations
	1. Cell phone expectations:
SIBIOUCAY	a. In the red: No phone or earbuds.
	 b. During Outland's class no headphones, earbuds or other music unless permission is given by Mrs. Outland for educational
	purposes.
	c. Streaming movies, watching videos of sport games, fights, vulgar
	materials, or any of a sexual nature will be written up immediately.
	2. Language in the classroom and workplace.
	a. This has gotten out of hand.
	b. Severe disruptive cursing and derogatory words will cause an
	escalation of consequences.
Standard AA3—Communicate and follow	Email Mrs. Outland
procedures.	Subject: EOP test
	Salutation: Hello Mrs. Outland
<u>I will:</u> Compose a professional email	 Body: Tell Mrs. Outland what you know about the EOP, the End-of-Course
message.	assessment. If you pass the test, how does it benefit you? Are you scheduled
	to take the EOP? What do you get if you pass the EOP?
So I can: Communicate effectively with	Include a closing.
my team using complete sentences,	Use the signature block.
correct spelling and grammar.	
I know I have it when: The message has	
been successfully and without errors.	Coogle Classroom Assignment A writing cooling ment
New Unit: Social Responsibility and	Google Classroom Assignment—. A writing assignment. 1. Online. Time limit is: 10 minutes.
Intellectual Property. Learning Target: Use a problem-solving	Go to: www.Code.org—Log in! Your class has been created.
process.	1. Signing Instudents can sign in to their Code.org accounts by going to
	https://code.org and <i>clicking the "Sign in" button in the top right corner.</i>
	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.

Goal: To reflect on why people seek out entertainment. Why do people play Call of Duty? Rainbow 6? 2K?	Activity (45 Minutes) CS in Entertainment—Get the handout from Ms. Lankster 1. Work in groups of two. 2. Turn in the activity sheet today. Turn in today.
<u>I will</u> : Use the design process to create a product. <u>So I can</u> : Display my original work at the STEM fair in March. <u>I know I have it when</u> : My product meets the STLP goals.	 Semester Digital Project for the STEM Fair. 1. Continue to make it better. 2. March 21 @ BSHS 3. 9-11 a.m.
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Attention!	HEAD PHONES AND EAR BUDS HAVE BECOME A PROB!
Seniors!	Senior Dinner Dance Friday, March 13, 2020, at the Red Barn at Red Mile, 7p-11p, and the cost is \$40 per ticket. Ticket sales begin in March Have you purchased your cap and gown for graduation?

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/