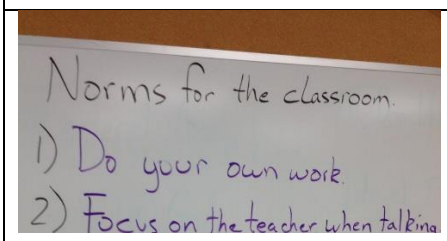
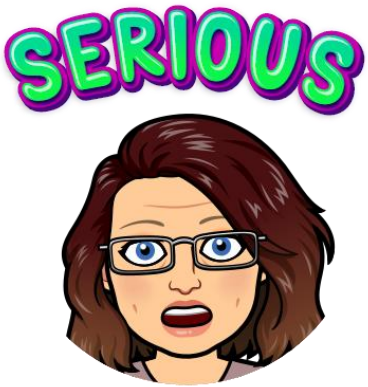
Introduction to Digital Game Graphics
AGENDA—March 6, 2020

	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. 5. Be in your seat when the bell rings. 6. First Five of Class is for Mrs. Outland to do attendance
	1. Minimize distractions to get work done. 2. Use calm indoor voice with working in groups. 3. Create a caring culture. Be CREEK, be kind. 4. Respect your work area, clean up after yourself. 5. Use a good work ethic; cheating is not worth it. 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: 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.
Email Assignment: **I will:** Send an email **So I can**: Share information with my teacher. **I know I have it when**: My teacher receives the email I sent.	Email Mrs. Outland • Subject: My Village • Body: Tell Mrs. Outland about your "village". What is your "village" like? Who are the people in it? How does your village support you? • Use complete sentences, correct spelling and grammar when sending an email to Mrs. Outland. Include a closing. Use the signature block.
	Google Classroom Assignment—. What is your favorite form of entertainment, and what problem does it solve for you? 1. Online. Time limit is: 10 minutes.
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 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.
I will: Use the design process to create a product. ***So I can***: Display my original work at the STEM fair in March. ***I know I have it when***: 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
	Announcements **Esports official Meets:** 1. **Wednesdays and Thursdays after school.** 2. **Get permission forms from Mrs. Outland** **Gamers' Club Meets:** 1. **Wednesdays after school in 618.** **Chess Club Meets** 1. **Tuesdays after school.** **FBLA Regional Conference at EKU** 1. **March 6.**
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/