1st Period: Video Game Design 1 Mrs. Price

Week of April 20-24

Zoom Meeting Schedule:

Monday 1st Period 9:45-10:15

Assignments

- Complete Text Adventure game
- Create a walk-through video demonstrating the functionality of the game
- Create first project using A-Frame, a web-based Virtual Reality platform

Materials Needed:

Assignments and information posted on Google Classroom

2nd Period: AP Computer Science Principles Mrs. Price

Week of April 20-24

Zoom Meeting Schedule:

Wednesday
2nd Period 9:45-10:15

Unit 9 Data and Information

- Turn in "Big Data Activity, Exploring Data Sets"
- Learn about Moore's Law and how it relates to the rapid growth of data, computer processors, and storage capacity.
- Turn in responses to physical storage of data

Materials Needed:

All material and assignments will be posted on Google Classroom under topic "Unit 9"

Check Google Classroom for information.

4th Period: AP Computer Science A (Java) Mrs. Price

Week of April 20-24

Arrays and ArrayList Review; AP Exam Prep

Zoom Meeting Schedule:

Monday 4th Period 10:30-11:00

- AP Computer Science A (college board) Classroom
 - FRQs assigned on Array/ArrayList
 - AP College Board videos reviewing Array/ArrayList content
 - Runestone CSAwesome review exercises

Materials Needed:

See Google Classroom for videos, slides, and assignments on AP Exam Prep Unit

5th Period: AP Computer Science Principles Mrs. Price

Week of April 20-24

Zoom Meeting Schedule:

Wednesday
5th Period 10:30-11:00

Unit 9 Data and Information

- Turn in "Big Data Activity, Exploring Data Sets"
- Learn about Moore's Law and how it relates to the rapid growth of data, computer processors, and storage capacity.
- Turn in responses to physical storage of data

Materials Needed:

All material and assignments will be posted on Google Classroom under topic "Unit 9"

Check Google Classroom for information.

6th Period: Video Game Design 2 Mrs. Price

Week of April 20-24

Zoom Meeting Schedule:

Friday 6th Period 10:30-11:00 Class project underway! We are working on a group project involving an archeologist, outerspace, and time travel.

Students learning Godot game design engine and creating 2D art for scene design and assets

Materials Needed:

Students building scenes and assets will use Pyxel (can be used on the chromebook); Students working on development will use Godot