


<h1>August 2018</h1>					
	<b>Monday August 20</b>	<b>Tuesday August 21</b>	<b>Wednesday August 22</b>	<b>Thursday August 23 Open House 6:00</b>	<b>Friday August 24</b>
<b>Digital Design II Periods 1 &amp; 6</b>	<p>Test a movie (all students should now have U)</p> <p>Change the document properties; tween span, motion span, tween, motion path; transparency and alpha settings; create objects using drawing tools; create a motion tween animation; reshape the motion path</p>	<p>Change the transparency of an object; resize an object; add a filter to an object; add a motion preset; Lesson 4 : work with the timeline (layers, frames)</p> <p>Add a layer; create a second animation; work with layers and view Timeline features; modify the frame rate &amp; change layer names; Lesson 5: Distribute a Flash Movie/Application</p>	<p>.html .swf projector files</p> <p>Publish a movie for distribution on the Web; create a backdrop color layer for the Stage; Lesson 6: Plan an Application Steps: 1-4 NOTES &amp; specifications, functionality, balance, unity, intra &amp; inter-screen unity, movement; importance of using storyboards; rich media content, ACCESSIBILITY; Project Management</p>	<p>Using Animate Help; Skills Review together in class; then students complete Project Builder 1 (demonstr.) Project Builder 2 (recycle)</p>	<p>Design Project (1-52) Answer questions</p> <p>Begin Chapter 2: Drawing Objects in Animate Show gridlines &amp; check settings; use the rectangle, oval &amp; line tools; use the pen, pencil &amp; brush tools; modify an object using tool options; use the Y axis and other coordinates</p>
<b>Digital Design I Period 3, 5, 6</b>	<p>Design Principles &amp; Copyright Rules- notes</p> <p>Skills Review in class; Design Project Begin Portfolio Project 1-37</p>	<p>Begin Ch. 2: Learning PS Basics; Assign keywords in Bridge; filter with Bridge; Hide and display a layer; move a layer; delete a state on the History panel; using the PS dialog print box; use the zoom tool; modify print settings; create a .pdf with Bridge;</p>	<p>Skills Review 2-31; Project Builder 2 (What's Cooking); <b>Due before the end of the period</b></p>	<p>Chapter 3: Working with Layers; Examine &amp; Convert Layers; convert an image layer into a background layer; add layers; delete layers; add a layer using the layers panel; make a color range selection; move a selection to another image document; defringe the selection; layer groups</p>	<p>Create a layer group; move layers to the layer group; rename a layer; adjust opacity create layer comps; flatten an image;</p> <p>Skills Review 3-258</p>
<b>AP Computer Science Prin. Period 4</b>	<p>Turn in homework. Respond to the assessments in CS Unit 1 Sending Binary Messages; <b>Lesson 3:</b> Internet Simulator, group problem solving, concept invention, binary signal test, vocab in notebook; introduce internet simulator; discovery-based method video; sending bits with the IntSim</p>	<p>Coordination &amp; binary messages HO; students complete all of lesson 3, 2-bit messages challenge 6 min video the Internet: wires, cables &amp; wifi; respond to assessment in CS</p> <p><b>Begin lesson 4</b> CS HO: Activity Guide: circle, triangle, square Complete for homework</p>	<p><b>Discuss HW; lesson 4:</b> number systems : How many different ways can you represent "7"?</p> <p>Make an ordering of the permutations; rules for permutations;</p> <p><b>Lesson 5:</b> review binary rules, recall, video...to binary</p> <p>Create the flippy-do, binary odometer (5 min), discover the BO</p>	<p>Teach binary counting base 2; explain how to use the flippy-do; HO binary practice 10 minutes;</p> <p>Watch part 2 of the Internet simulator, review binary lessons and correct answers, binary game app lab, wrap up;</p>	<p><b>Lesson 6: introduce</b> IntSim connect with partner(s)</p> <p>Develop a number sending protocol</p> <p>Review any concepts not grasped this week;</p>