


## August 2019

<b>August 2019</b>					
	<b>Monday August 26</b> <b>Open House 6:30</b> <b>Jr. meeting 10:30</b>	<b>Tuesday August 27</b>	<b>Wednesday August 28</b>	<b>Thursday August 29</b> <b>Fifth Thursday</b> <b>GBM Open House</b>	<b>Friday August 30</b> GB v Catholic Home 7 pm
<b>AP Computer Science Prin. Period 2</b>	<b>Lesson 3: Internet Simulator</b> Group problem solving, concept invention, binary signals, <b>VIDEO</b> : Sending bits with the Internet Sim Coordination & binary messages HO Pg. 13 journal notes	Student complete all of lesson 3 2-bit messages challenge; move on to 4-bit challenge with a partner  VIDEO: The Internet, Wires & Cables & WiFi pg. 13 journal notes	<b>Begin Lesson 4: CS HO:</b> Activity Guide: circle, triangle, square  Number Systems: how many different ways can you represent the number "7"?  Make an ordering of the permutations; discuss rules for permutations;	<b>Lesson 5:</b> review the rules for binary; recall, video... to library  Discuss the Flippy-Do Binary Counter  Create Binary odometer (5 min), discover the BO Teach binary counting base-2. Explain how to use the Flippy-Do in detail; HO Binary Practice 10 minutes	Part 2 of the Internet Simulator; review binary lessons & correct answers; binary game in app lab;  Introduce <b>Lesson 6</b> : IntSim & connect with new partners  Develop a number sending protocol, review
<b>Digital Design II Periods 3 &amp; 4</b>	<b>CLASS NOTES:</b> Chun: Getting Started, Understanding Strokes & Fills, Creating Shapes, Making Selections  Frames, undoing steps, screen design guidelines	Editing Shapes, using Free Transform, using C & V, Changing shape contours, Changing strokes & fills, Notes: Animate Drawing Modes- merge, object, primitive	Using gradient & bitmap fills, creating gradient transitions, gradient transform, adding a bitmap fill, grouping objects, variable width strokes, variable width lines, editing the width of lines, using swatches & tagged swatches	Creating curves; using the pen tools, editing curves with the selection and subselection tools, deleting and adding anchor points, using transparency to create depth, adding shadows Being Expressive with the paint brush, exploring the brush library, creating a pattern, managing paint brushes	<i>If time permits: editing &amp; creating your own art or pattern brush</i> Creating & editing text Using text tool to add dynamic text, add a web font, identifying your domain, removing a web font, match the color of an existing object
<b>Digital Design I Period 5 &amp; 6</b>	Selecting Pixels: use the marquee tools, lasso tools, magic wand tool <b>Term: tolerance</b>  Do the "Selections Puzzle" Alt + Shift	Save and load selections, understand anti-aliased edges, work with feathered edges, refine selections  NOTES: Design Principles & Copyright Rules (& symbols)	Ch 3: Working with Layers; examine & convert layers; convert an img layer to a bkg layer, make a color range selection, defringe, layer groups, create a layer group, move layers to the group, rename a layer, adjust opacity, create layer comps, flatten an image	Skills Review, PB1, PB2 when finished pick up a review sheet for Chapter 3 Portfolio Project & complete by the end of the period.	Begin Ch. 4 Making Selections & Using Guides Create a selection using marquee tools; position a selection with move tool; deselect; create w/ magnetic lasso, mov a complex selection into an existing image; move & enlarge a marquee; quick selection tool; more w/ Color Ranges