

<h1>August 2018</h1>					
	<b>Monday August 27</b>	<b>Tuesday August 28</b>	<b>Wednesday August 29 Club Rush pd. 2-4</b>	<b>Thursday August 30</b>	<b>Friday August 31</b>
<b>Digital Design II Periods 1 &amp; 6</b>	Begin Chapter 2: Drawing Objects in Animate Show gridlines & check settings; use the rectangle, oval & line tools; use the pen, pencil & brush tools; modify an object using tool options; use the Y axis and other coordinates; use the Align options; select a drawing using the selection tool	Change fill and stroke colors; apply a gradient and make changes to the gradient; work with Object Drawing Model mode; copy and move an object; resize and reshape an object; skew, rotate, and flip an object; use the zoom, sub selection and selection tools; use rectangle primitive tool and oval primitive tool	Enter text and change attributes/ add a filter to text; skew text & align object; reshape and apply a gradient to text; Lesson 5: create and render layers; rename and delete layers, expand the timeline, hide and lock layers; Chapter 2 : PB 1 & PB 3 in class	Begin Ch 3: Working with Symbols & Interactivity Create a symbol; create and edit an instance; edit a symbol in the edit window; break apart an instance; create folders in the library panel; organize items within Library panel folders; rename symbols and delete a symbol; use multiple library panels; Understanding Buttons and the states of a button	Create a button; edit a button and specify a hit area; test a button; discuss Actions and assigning actions to frames and buttons & frame labels Assign a stop action to frames; assign a play action to a button; Bitmap images; vector graphics; importing and editing graphics Import graphics
<b>Digital Design I Period 3, 5, 6</b>	Begin Ch. 4: Making Selections & Using Guides Create a selection with the Rect. Marquee tool; Position a selection with the Move tool; Deselect a selection; Create a selection with the Magnetic Lasso tool; Move a complex selection to an existing image; move & enlarge a marquee; use the quick selection tool; select using Color Range	Select using Magic Wand and the Quick Selection tools; Flip a selection; fix imperfections with the Healing Brush tool; create a vignette; Ch. 4 Skills Review; Project Builder 1	Project Builder 2; Design Project and Portfolio Project Complete and turn in today.	Chapter 5 Incorporating Color Techniques TERMS to add to notes: gamut, out of gamut, hue, saturation, brightness, Lab Color Mode, HSB Color Model, RGB Color Model, CMYK Model, subtractive colors, color separation, bitmap, grayscale mode, foreground color, background color, gradient fills, sampling, rendering intent	Set the foreground and background colors; change the bkg color using the color panel; change the bkg color using the eyedropper; select a color using the color picker; swatches panel; add a new color to the swatches panel; create a border; create a gradient from a sample color; apply a gradient fill; definition: grayscale images
<b>AP Computer Science Prin. Period 4</b>	Any new innovations during your life to your list?  Lesson 6: Internet Simulator (new version); develop a number sending protocol  Review any concepts needed before moving on	Lesson 7: Sending Text-determine the number of bits per symbol needed for a representation system based on the total number of symbols it is necessary to represent; Challenge 1, 2, 3, & 4; Introduce ASCII (chapter 1 test is TOMORROW!) Review your journal!	Unit 1 - Chapter 1 Test is TODAY! After test, write vocab in journal for U1 L08  Begin Unit 1 Chapter 2 KWL chart; Vincent Cert video; <b>read activity guide online for "The Internet is for Everyone" for homework Write vocab for Lesson 9 in journal</b>	Discuss the article; Lesson 9: The need for Addressing; learn about IP; "Broadcast Battleship" and play Activity 1: Silent Broadcast Battleship using the internet simulator; Activity 2: Invent a Binary Protocol for Battleship <b>Homework: View the video The Internet: IP Addresses &amp; DNS; download, print and complete the worksheet for the Video Guide</b>	Discuss how to look up IP addresses; IP, Packets, Protocol (The Ping of Death video)  Lesson 10: Routers & Redundancy; describe the redundancy of routing between 2 points on the Web; evaluate the benefits and security concerns associated with the use of a routed system of sending packets; send messages using a numeric addressing protocol with the Internet Simulator