


<h1>January 2019</h1>					
	Monday January 14	Tuesday January 15	Wednesday January 16 NTHS yearbook photos 10:30	Thursday January 17 Multimedia Academy yearbook photos 9:15	Friday January 18 Report Cards
Digital Design II Periods 1 & 6	<p>Wrap up the bubble gum machine assignment.</p> <p>Research the movie Monsters, Inc. Choose one character from the movie (not Mike!) that you will try and re-create using the tools in Animate.</p>	<p>Full Sail University presentation all period.</p> <p>Yarlynn Callado</p>	<p>Sketch your character on paper using an online version as a guide.</p>	<p>Watch Monsters Inc. in 3-D</p>	<p>Watch Monsters Inc. in 3-D</p>
Digital Design I Period 3, 5, 6	<p>Creating snapshots inside PS; Create multiple-image layouts</p> <p>Homework: Get a great image of yourself on a camera or mobile device. Either bring it in or email it to Renfroe with your LastNameFirstInitial in the subject line</p>	<p>Full Sail University presentation all period.</p> <p>Yarlynn Callado</p> <p>Cox 2nd to come to Renfroe's class for presentation.</p>	<p>Begin watching Avatar in 3-D. Students will be studying the features of the characters in the movie and in turn, will be turning themselves into a blue creature from the planet Navi' .</p>	<p>Begin watching Avatar in 3-D. Students will be studying the features of the characters in the movie and in turn, will be turning themselves into a blue creature from the planet Navi' .</p>	<p>Begin watching Avatar in 3-D. Students will be studying the features of the characters in the movie and in turn, will be turning themselves into a blue creature from the planet Navi' .</p>
AP Computer Science Prin. Period 4	<p>Begin U5 Ch1 Lsn2 Multi-screen mobile apps; vocab & new code</p> <p>Pg 50: Event Driven Programming Patterns</p> <p>P. 51: Attach ORANGE sheet to APCSP journal</p>	<p>Full Sail University presentation all period.</p> <p>Yarlynn Callado</p> <p>Cox 4th to come to Renfroe's class for presentation.</p>	<p>U5 Lsn 2 complete today in class; debugging with console.log; making multiple screens; making a multi-screen chaser game V. 2.0</p>	<p>U5 Lsn 2 #15 Project: Multi – Screen Chaser Game</p> <p>Wrap up Lesson 2 Reflection on debugging and error messages</p>	<p>U5 L03 Building an App: Multi-Screen App Overview; Event Driven Programming Recap; Tips for Working on Your Own; Project – You OWN Multi-Screen App</p> <p>AP Practice Response – Describe Your Process</p>