


Updated: 1.7.2019

<h2>January 2018</h2>					
	Monday January 7 Early Release Day/Teacher Planning Day	Tuesday January 8	Wednesday January 9	Thursday January 10	Friday January 11 Optimist Club Breakfast GB Hospital 6:45
Digital Design II Periods 1 & 6	1 st is short 6 th will not meet	Students work on the Gumball assignment; make sure every item on the Rubric has been checked before submitting. Adobe Audition: Open a file with students and show them how to cut it to fit their Animation	Students work on the Gumball assignment; make sure every item on the Rubric has been checked before submitting.	Students work on the Gumball assignment; make sure every item on the Rubric has been checked before submitting.	Final day to work on the Gumball assignment.
Digital Design I Period 3, 5, 6	Classes will not meet	Students to revisit their SuperHero MashUp Return rubrics for those who want them Allow time to work in class Remind students that they must turn in Rubric, .psd, jpg and a contact sheet with all images used for the assignment.	Chapter 10 (Reding) Enhancing Specific Selections NOTES: vocabulary terms View the Channels panel; create an alpha channel from a selection; isolate an object; exclude pixels; use the Background eraser tool	Equalize brightness & contrast; sample an area to clone; use the clone stamp tool to fix an imperfection; select an object using the Magic Wand; compare objects selected using different sample sizes;	Create a snapshot; use a snapshot; create a multi-image layout; Begin Skills Review at end of Chapter 10 Design Project
AP Computer Science Prin. Period 4	Classes will not meet	Go over AP submissions and make sure that students have submitted and have sources cited on the Computational Artifact that was submitted.	Worksheet: Video Guide for Cybersecurity & Crime Unit 5 Building Apps Overview, Purpose & Objectives Vocab: UI, UI elements, UI events Video " Introduction to Design Mode " Journal: Sketch your favorite app Lesson 1: Intro to Event Driven Programming	Activity (45 min) Welcome to Design Mode! Walk students through making and using multiple screens in an app; discuss screen properties and use the setScreen command; Lesson 2: Multi-Screen Apps Overview, Purpose, Objectives Vocab: Debugging, event-driven program, even handling	Gallery Walk; Share Chaser/Clicker games; reflect on debugging and error messages