October 2018

	Monday **October 1**	Tuesday **October 2**	Wednesday **October 3**	Thursday **October 4**	Friday **October 5**
Digital Design II Periods 1 & 6	**REVIEW WEEK!** ACA test prep Watch the Animate Intro Videos **Should take all period to view the videos and follow along in the software in the first section.** **Files are on student's desktop in AN TestPrep Files folder** **VIEW ALL VIDEOS**	Continue the ACA test prep View & complete the lessons on The Animated Logo Change something in the logo to make it unique to you. Animated Logo Design	Lesson 3: Video Production Watch and follow along using Animate 3.01 Project Overview; 3.02 Importing Video; 3.03 Importing Audio; 3.04 Creating Symbols; 3.05 Motion Tweens	3.06 Motion Easing: Ease into the physics of motion with easing controls; 3.07 Generate HD video; right from within animate you get HIGH DEF! Project 4 Classic Animation 4.01 Project Overview; set the stage for y our own mini movie 4.02 Timeline Setup: set up your timeline to make things easy on yourself	4.03 Drawing simple shapes: draw the main element of your animation 4.04 using the Pen tool: the best drawing tool EVER…once you get past the learning curve
Digital Design I Period 3, 5, 6	PB1, PB2, and Design Project for Chapter 8. Students should turn in PB1 and PB2 before the end of the period today.	Design Project is due before the end of the period today.	View Schwartz ACA videos (4:31) Facebook Tweaks with Ps 1.00-1.04 **Complete Project 1 Practice Test**	**Begin Project 1 1.05-1.09** 1.10 Review Take the Project 1 Final Test Take the Project 2 Practice Test before beginning **Project 2 Restoring Old Photos**	Photo Hashtag Campaign! Create a Photo Campaign on Social Media!
AP Computer Science Prin. Period 4	**Unit 3 Lesson 1** The need for Programming Languages Students should watch "You Should Lean to Program" video	Unit 2, Chapter 2 Test (10 ?'s) **Have students log in to digitalportfolio.collegeboard.org and ad APCSP to their profile** Unit 3: Lsn 1: The Need for Programming Languages; create instructions using only words to construct a specific arrangement of blocks; test the clarity of instruction by exchanging with another member of the class; brainstorm algorithms	**Lsn 2: The Need for Algorthims** Discuss algorithms and some we use everyday. Find minimum Card Algorithm; assign the (30 minutes exercise) allow students time to do this in groups	**Discuss: Define a Language (30 min)** The Human Machine Language – primitive commands conversion to formal language; discuss computing innovation:	Lesson 3: Creativity in Algorithms Adding SWAP to Human Machine Language & Wrap Up