


Updated: 10.23.2020

October 2020					
	Monday October 12	Tuesday October 13	Wednesday October 14	Thursday October 15	Friday October 16
Periods 1 & 3 Digital Design I OJT CTE Internship	<p>Work on your Monster Project in class today.</p> <p>Add the features you found on Friday to your image and place your image & text into your background (haunted forest, haunted house, graveyard, etc.)</p>	<p>Continue to work on Monster Project in class today.</p> <p>Download fonts from Adobe Fonts to use on the project.</p>	<p>Apply a stroke to your text</p> <p>Add fog using the Filter > Clouds feature to provide more eeriness!</p> <p>Save the image as a layered .psd Save the image as a .jpg</p> <p>Upload to teams</p> <p>Print the project</p>	<p>Chapter 6: Placing Type in an Image terms: outline type, vector; font family, serif fonts, sans serif fonts, symbol fonts, points</p> <p>Create & modify type; change type color using an existing color in the image; kerning, tracking, baseline shift, leading, character panel, Kern characters, shift the baseline, add a drop shadow, modify drop shadow settings, Anti aliasing, rasterized, apply anti-aliasing, add a bevel & emboss style.</p>	<p>FUN FRIDAY Ch 6 project Celebrity Selections Fun Styles Project</p>
Period 2 AP CSP OJT CTE Internship	<p>Quick Review U2L09: Assessment Day</p> <p>After assessment, finalize Internet Dilemma and then</p> <p>Continue to Unit 3: U3 L01 - Intro to Apps Identify the inputs, outputs and purpose of an app</p>	<p>Read #1 Overview Answer the questions in your journal for #2-6. Be sure to number the apps you preview</p> <p>Sketch out your favorite app design.</p>	<p>U3 L02 Intro to Design Mode Use meaningful names to/for element id's; set up the UI of an app including buttons, text & images (20 min activity)</p>	<p>U3L03 Designing an App Part 1 Brainstorm & choose a topic to develop into an app; use feedback to help guide the design of an app; design the UI of an app (20 min activity)</p> <p>U3 L04 Designing an App Part 2 Create a UI based on a prototype (20 min activity)</p> <p>Transfer your prototype into screens in AppLab. Partners can work together and divide the screens between themselves & work individually</p>	<p>U3 L05 The Need for Programming Languages</p> <p>Justify the existence of programming languages to precisely communicate instructions; Explain the qualities that differentiate natural languages and programming languages</p> <p>Design, Record, Write Instructions, Trade, Build, Compare, Repeat! (20 min activity)</p>
Period 4 DCT OJT CTE Internship	<p>Student career presentations in class.</p> <p>GREEN time cards are due FRIDAY w/ completed employer EVALUATION & signatures.</p>	<p>Student career presentations in class.</p> <p>GREEN time cards are due FRIDAY w/ completed employer EVALUATION & signatures.</p>	<p>Student career presentations in class.</p> <p>Pizza Working Lunch</p> <p>GREEN time cards are due FRIDAY w/ completed employer EVALUATION & signatures</p>	<p>Student career presentations in class.</p> <p>GREEN time cards are due FRIDAY w/ completed employer EVALUATION & signatures.</p>	<p>Turn Time Cards TODAY! Turn in PayStub TODAY!</p> <p>Time cards must be turned in today. They should have your employer's signature on the front and back AND the evaluation on the back must be completed.</p>
Period 5 & 6 OJT CTE Internship	<p>I will continue to visit your places of employment and meet with your supervisors during 5th & 6th periods. Make sure you are getting the minimum number of hours a week and you must submit a paystub this week where your workweek began AFTER August 24. Remember, that you must work DURING your OJT period(s) in order to remain in the OJT classes.</p>				