


October 2018

	Monday October 22 Students log into Certiport	Tuesday October 23 PSAT All 10 th graders, some 11 th graders)	Wednesday October 24	Thursday October 25	Friday October 26 Students log into GMetrix
Digital Design II Periods 1 & 6	5-28 Create Character Animations Using Inverse Kinematics Discuss; creating bone structure; animating the IK object; creating a movie clip with an IK object; apply ease; set the play to runtime	Students continue working on the Halloween e-Card. Try to incorporate IK into your e-Card. Assist with moving from one scene to another.	Adobe Audition; Students learn how to cut sound tracks inside Audition and save for scenes in Animate; Students continue working on Halloween e-Cards.	Students continue working on Halloween e-Cards. Embed the sound clips from Audition into each scene. Peer Review- have a neighbor test your movie for accuracy and ease of user use.	Students log in to GMetrix. Make sure you can access the practices and the tests inside the app. Add to sticky note. Remind next week: ACA Test Prep M-W, GMetrix R-F
Digital Design I Period 3, 5, 6	ACA Test Prep Project 2: Restoring Old Photos Continue working on Project 2 today in class.	ACA Test Prep Project 2: Restoring Old Photos Continue working on Project 2 today in class.	Begin Ch. 9 Creating Special Effects w/ Filters Notes FIRST destructive v non-destructive editing; Open Blur filter, apply blur, create a smart object; apply a smart filter; adjust the filter effect & modify the smart filter;	Apply a stylize filter, filter to a selection, use filter gallery to apply a previously used filter, repeat a filter app, ripple, noise, after lighting with a render filter, select lighting fx; apply a lighting fx, use perspective warp, vanishing point; Create additional plane, paste image into vanishing point	Students log in to GMetrix. Make sure you can access the practices and the tests inside the app. Add to sticky note. Remind next week: ACA Test Prep M-W, GMetrix R-F
AP Computer Science Prin. Period 4	Complete U3L04 "Using Simple Commands", begin U3L05 , "Creating Functions" Video; Discuss-the need for functions; (35 min activity- programming w/ functions, defining & calling functions, using functions w/ turtle commands	Challenge: draw a diamond using functions; reflect on abstraction & managing complexity; ASSESSMENT; U3L06 Functions & Top-Down Design develop procedural abstractions; WS-Top-Down Design work in pairs & design a solution to the problem on the 2 nd page by writing down the fx you would use to solve the problem; compare with another group	Move to CodeStudio to develop the solution; Review layering functions/layers of abstraction; Add to notebook: Benefits of functions & how functions are examples of abstraction; AP Practice – Performance Task Response Look at 2b to understand the prompt and how it is scored; Answer the free response to Top-Down Design; Check your Understanding of Functions & Top-Down Design; Free response: Abstraction to Manage Complexity	U3L07 API's & Using Functions with Parameters; Students read & use AppLab's API documentation to learn about new turtle commands that they must use to complete a series of drawing puzzles; Vocab, New way to move; intro to parameters; documentation; drawing with dots; hexadecimal colors; multiple parameters & making arcs;	Transparency – RGB, alpha; moving relative to the screen; full turtle API; AP practice: scoring a PT response (using 2d) Assessments: MC What is a function parameter? What is an API? FR: Function Parameters