Updated: 10.6.2023

October 2023					
	Monday October 9	**Tuesday October 10 Renfroe Out at conference**	**Wednesday October 11 Renfroe Out at conference**	**Thursday October 12 Renfroe Out at conference**	**Friday October 13**
<u>**Periods 1**</u> **AP CSP**	**Due to guest speaker last Thursday, we move to today.** **U4L02: Variables Investigate** In Code.org and using the PPT, explain the purpose of programming patterns with variables both in terms of how they work and what they accomplish; identify common programming patterns when using variables as part of an app; modify apps that make sue of common programming patterns with variables to adjust their functionality	**U4L03: Variables Practice** Use the slide deck and Code.org to complete Lesson 3 in Code.org Debug programs that use variable and expressions; write programs that use variables & expressions with the support of sample code. Complete all of Lesson 3 before tomorrow.	**U4L04: Variables Make** **Use the Activity Guide passed out in class for this Lesson.** Use the slide deck and Code.org to complete Lesson 4 Implement programming patterns with variables to develop a functioning app; use debugging when needed; write COMMENTS to explain BOTH the purpose & function of different code segments Complete all of Lesson 4 before tomorrow.	U4L05: Conditionals Explore **Use the Activity Guide passed out in class for this Lesson.** **You don't need to use the 'baggies' in the slide deck – just take notes to help your understanding** **You will develop mental modeling skills; copy the flowcharts provided** Use the slide deck and Code.org to complete Lesson 5 You will learn about Boolean values, comparison operators and logical operators; TAKE NOTES	U4L06: Conditionals Investigate Use the slide deck and Code.org to complete Lesson 6 & watch the videos! Lemon Squeeze app – understand how Boolean expressions and conditional statements allow programs to make decisions Compete all of Lesson 6 before the end of the period
<u>**Period 2 & 3**</u> **Digital Design 1**	Due to time issues last week – we will compete these items this week Download the Fingers & Hand files from Teams	BREAK! (Fingers & Hand Exercise) Place each item on the tip of a finger and use your tools to make them all look real!	Finalize the Fingers & Hand exercise and submit to Teams. Grading on this is tough! Looking for smooth transitions from fingers to tips, make the object look like it actually 'grew' there!	GMetrix today! Practice Exam 3 Training Mode – at least twice Testing Mode – at least once Need a score of 800 or above on the Testing Mode	Continue with gMetrix today in class.
<u>**Period 4**</u> **DCT** **OJT**	Continue Domain 2 and take the exercise labs as instructed. Customer challenges Problem Statements Ideal Customer State Customer Observation Methods Observation Best Practices Observation Results, Surprises, and Pain Points	Work through Domain 3 and watch the videos and answer the workbook pages for Domain 3. You may need to watch videos more than once to catch all of the answers.	Continue & complete all of Domain 3 "Brainstorm & Narrow" today. Take the Design for Delight Domain 1-3 Assessment today (see the link in Teams)	gMetrix: Move to Domain 4 "Perform Rapid Customer Experiments" and answer all questions in your workbook.	Design for Delight Concepts Post Assessment
<u>**Period 5 & 6**</u> **OJT**	I will be visiting some of your places of employment and meet with your supervisors during 5th & 6th periods this week. Make sure you are getting the minimum number of hours a week, M-F, and you must submit a paystub to me this nine weeks. Remember, that you must work DURING your OJT period(s) in order to remain in the OJT classes.				