


<h1>September 2018</h1>					
 Monday September 10	Tuesday September 11	Wednesday September 12 Early Release for Students	Thursday September 13	Friday September 14	
Digital Design II Periods 1 & 6	Do Skills Review for Chapter 3 Begin Ch. 3 PB2	Complete Ch. 3 PB 2 in class today.	Begin Ch. 4 Creating Animations: review animation, persistence of vision, motion tween animations, tween spans, onion skinning, motion paths, keyframes, create motion tween animation, edit a motion path; change the ease value, resize and reshape an object	Create a color effect, orient an object to a path, copy a motion path, rotate an object, remove a motion tween, work with multiple motion tweens Create a classic tween animation, add a motion guide and orient the object to the guide, create an in-place f-b-f animation	Copy frames and add a moving background, create a f-b-f animation of a moving object, discuss shape tweening; create a shape tween animation, create a morphing effect and adjust the rate of change in a shape tween animation; use shape hints
Digital Design I Period 3, 5, 6	Save all 4 files from Ch. 4 as .jpg – check to make sure LastNameNameOfFile Copy and Paste to P: Set the foreground and background colors; change the bkg color using the color panel; change the bkg color using the eyedropper; select a color using the color picker; swatches panel; add a new color to the swatches panel;	create a border; create a gradient from a sample color; apply a gradient fill; definition: grayscale images Change the color mode and explain the difference between them; colorize a grayscale image; 5-26 explain filters and blending modes; type notes on 5-28 (add to existing notes, and place the date before typing) Adjust brightness & contrast; work with a filter,	blending modes & opacity; adjust color balance; match a color; Begin Skills Review 5	Complete Skills Review 5 Complete ProjBuilder 1&2 Complete the Design Project Save as .jpg and turn all files into P: before the end of the period.	Begin Chapter 6: Placing Type in an Image Notes: type, typefaces, font, outline type, vector fonts, bitmap type, font family, serif fonts, sans serif, symbol fonts, points Create & modify type; change type using an existing color in the image; explain the Character Panel; Kerning, Baseline Shift, Leading
AP Computer Science Prin. Period 4	Collect Homework: Video Guide for IP Addresses & DNS Lesson 10: Routers & Redundancy; describe the redundancy of routing between 2 points on the Web; Investigate Routed traffic; Evaluate the benefits and security concerns associated with the use of a routed system of sending packets;	send messages using a numeric addressing protocol with the Internet Simulator Lesson 11: Packets & Making a Reliable Internet Unplugged Quick Activity; New version of Internet Simulator-packets and unreliability; generate traffic; develop a protocol; test protocols; Video: The Internet: Packets, Routing & Reliability Connect activity to TCP Assessment Questions on Code Studio	Lesson 12: The Need for DNS; IP Address Swap Internet Simulator “DNS Partner Questionnaire”	Review DNS Video and view from 4:12 and pull out the Homework from Monday. Rapid Research: DNS and DDoS attacks (15-20 minutes max to read) Jigsaw and work together to complete the activity guide.	Wrap up DNS. What is it? Take the end of lesson assessment Have discussion on DNS and how the Internet works using IP and DNS