


<h1>September 2018</h1>					
 Monday September 3	Tuesday September 4 <i>SIP mtg. library 8:30</i>	Wednesday September 5	Thursday September 6	Friday September 7 <i>Pep Rally Schedule</i>	
Digital Design II Periods 1 & 6	<i>Holiday</i>	Begin Ch 3: Working with Symbols & Interactivity Create a symbol; create and edit an instance; edit a symbol in the edit window; break apart an instance; create folders in the library panel; organize items within Library panel folders; rename symbols and delete a symbol; use multiple library panels; Understanding Buttons and the states of a button	Create a button; edit a button and specify a hit area; test a button; discuss Actions and assigning actions to frames and buttons & frame labels Assign a stop action to frames; assign a play action to a button; Bitmap images; vector graphics; importing and editing graphics Import graphics	Ch 3 Skills Review Project Builder 1 Project Builder 2	Complete all assignments from yesterday.
Digital Design I Period 3, 5, 6	<i>Holiday</i>	Chapter 4: Project Builder 1 & Project Builder 2 in class Complete the Design Project and Portfolio Project in class today before the bell rings.	Chapter 5 Incorporating Color Techniques TERMS to add to notes: gamut, out of gamut, hue, saturation, brightness, Lab Color Mode, HSB Color Model, RGB Color Model, CMYK Model, subtractive colors, color separation, bitmap, grayscale mode, foreground color, background color, gradient fills, sampling, rendering intent	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)
AP Computer Science Prin. Period 4	<i>Holiday</i>	Bellringer: Read online for "The Internet is for Everyone" Write vocab for Lesson 9 in journal Finish Ping of Death video Discuss the article; Lesson 9: The need for Addressing; learn about IP; "Broadcast Battleship" and play Activity 1: Silent Broadcast Battleship using the internet simulator; (25) Activity 2: Invent a Binary Protocol for Battleship (20) HW:: View the video The Internet: IP Addresses & DNS; complete Video Guide	Discuss how to look up IP addresses; IP, Packets, Protocol 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 (20) Activity (30)	The need for DNS; DNS and the Internet Simulator; DNS & DDoS attacks