


September 2019

	Monday September 9	Tuesday September 10	Wednesday September 11	Thursday September 12	Friday September 13
AP Computer Science Prin. Period 2	<p>U1 L09 The Need For Addressing; learn about IP; "Broadcast Battleship" and play Activity 1: Silent Broadcast Battleship using the InterSim; Activity 2: Invent a Binary Protocol for Battleship HW: View the video The Internet: IP Addresses & DNS; download, print and complete the worksheet for the Video Guide</p>	<p>Turn in Homework; Discuss how to look up IP addresses; IP, Packets, Protocol (The Ping of Death video) Lesson 10: Routers & Redundancy; describe the redundancy of routing between 2 points on the Web; Investigate Routed Traffic</p>	<p>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 IntSim; Lesson 11: Packets & Making a Reliable Internet (20) Activity (30) HW: Watch the video The Internet: Packets, Routing & Reliability</p>	<p>Connect activity to TCP Assessment questions on CodeStudio Lesson 12: The Need for DNS: DNS and the IntSim; Rapid Research: DNS & DDoS attacks (15 minutes max to read) Jigsaw and work together to complete the activity guide</p>	<p>Wrap up DNS. What is it? Take the end of lesson assessments; Discuss DNS and how the Internet works using IP & DNS.</p>
Digital Design II Periods 3 & 4	<p>Complete the Ch 3 Project Builder 2 International Student Association project today in class.</p>	<p>Begin Ch 4: Creating Animations: review animation; persistence of vision; motion tween, tween spans, onion skinning, motion paths, keyframes Create motion tween animation, edit a motion path, change the ease value, resize & reshape an object</p>	<p>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, orient the object to the guide, create an in-place f-b-f animation</p>	<p>Copy frames & add a moving background, create a f-b-f animation of a moving object, discuss shape tweening (green), create a shape tween animation, create a morphing effect & adjust the rate of change in a shape tween animation; use shape hints</p>	<p>Break apart a graphic symbol & select parts of the object to separate from the graphic; create & edit a movie clip; animate a movie clip; select, copy & paste frames; animate text using a motion preset; create rotating text</p>
Digital Design I Period 5 & 6	<p>Blend colors using gradient; create a gradient from sample; gradient fill; change color mode; colorize a grayscale image; brightness/contrast; filters, blending modes, opacity; color balance, match color</p>	<p>Ch 5 Skills Review Project Builder 1 Design Project Screen check today in class for all 3 projects</p>	<p>Chapter 6: Placing Type in an Image terms: outline type, vector; font family, serif fonts, sans serif fonts, symbol fonts, points Create & modify type; change type color using an existing color in the image; Kerning, tracking, baseline shift, leading, character panel.</p>	<p>Kern characters, shift the baseline, add a drop shadow, modify drop shadow settings, Anti aliasing, rasterized, apply anti-aliasing, add a bevel & emboss style, modify bevel & emboss and apply 3D extrusion, apply a filter to a type layer, modify filter settings, create a path and add type</p>	<p>Ch 6 project Celebrity Selections Fun Styles Project Turn in to the P: for you class before the end of the period.</p>