

## September 2019

	<b>Monday September 9</b>	<b>Tuesday September 10</b>	<b>Wednesday September 11</b>	<b>Thursday September 12</b>	<b>Friday September 13</b>
<b>AP Computer Science Prin. Period 2</b>	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 <b>HW: View the video The Internet: IP Addresses &amp; DNS; download, print and complete the worksheet for the Video Guide</b>	Turn in Homework; Discuss how to look up IP addresses; IP, Packets, Protocol (The Ping of Death video) <u><b>Lesson 10:</b></u> 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 IntSim;  <u><b>Lesson 11:</b></u> Packets & Making a Reliable Internet (20) Activity (30)  <b>HW: Watch the video The Internet: Packets, Routing &amp; Reliability</b>	Connect activity to TCP  Assessment questions on CodeStudio  <u><b>Lesson 12:</b></u> 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	Wrap up DNS. What is it? Take the end of lesson assessments;  Discuss DNS and how the Internet works using IP & DNS.
<b>Digital Design II Periods 3 &amp; 4</b>	Complete the Ch 3 Project Builder 2 International Student Association project today in class.	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	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	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	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
<b>Digital Design I Period 5 &amp; 6</b>	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	Ch 5 Skills Review Project Builder 1 Design Project Screen check today in class for all 3 projects	Chapter 6: Placing Type in an Image <u>terms: outline type, vector; font family, serif fonts, sans serif fonts, symbol fonts, points</u> Create & modify type; change type color using an existing color in the image; <u> Kerning, tracking, baseline shift, leading, character panel.</u>	Kern characters, shift the baseline, add a drop shadow, modify drop shadow settings, <u>Anti aliasing, rasterized</u> , 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	Ch 6 project <u>Celebrity Selections Fun Styles Project</u> Turn in to the P: for you class before the end of the period.