


Updated: 10.2.2023

October 2023

	Monday October 2	Tuesday October 3	Wednesday October 4	Thursday October 5	Friday October 6
<u>Periods 1</u> AP CSP	<p>Wrap up all lessons from last week; use code.org and answer all prompts and reflections;</p> <p>Complete your app today if not finished.</p> <p>Unit 3 Test tomorrow!</p>	<p>Unit 3 Test today! Know...Vocab, debugging steps in order, design specifications, how to read basic code, what happens when a user doesn't click in sequential programming, what is and when to use a comment in programming</p> <p>Write Unit 4 Vocab in your Journal to become familiar with terms.</p>	<p>U4 Variables, Conditionals and Functions L01: Variables Explore In Code.org and using the PPT, evaluate expressions that include numbers, strings, and arithmetic; trace simple programs that use variables, expressions and variable assignment; use appropriate vocab.</p>	<p>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</p>	<p>Teacher Planning Day Grading; no school for students</p>
<u>Period 2 & 3</u> Digital Design 1	<p>Continue and complete the Celebrity Selections project.</p> <p>Use the Rubric as your guide.</p> <p>Grading on this on is tough! Think of it as a 9 weeks project!</p>	<p>BrainBuffet: Project 5 Bring It All Together</p> <p>Take the PreAssessment first 5.01 Set the Scene 5.02 Use your Phone (or check out a camera from me if needed) 5.03 I Think We're Linked 5.04 Relinking Broken Smart Objects 5.05 Making Perfect Masks & Selections</p>	<p>5.06 Talk to the Hand 5.07 Perfect the Hand Project 5: Post Assessment</p> <p>BREAK! (Fingers & Hand Exercise)</p> <p>Download all files; Place each item on the tip of a finger and use your tools to make them all look real!</p>	<p>Finalize the Fingers & Hand exercise and submit to Teams.</p> <p>Grading on this is tough! Looking for smooth transitions from fingers to tips, make the object look like it actually 'grew' there!</p>	<p>Teacher Planning Day Grading; no school for students</p>
<u>Period 4</u> DCT OJT	<p>Customer Service Unit Log into Gmetrix Click the purple box "Courses" Choose "Design for Delight Innovator" Click the "Workbook" and download it to your OneDrive/DCT folder Take the Design for Delight Concepts Pre Assessment</p>	<p>Domain 1: Design for Delight Concepts Review the Glossary Watch the videos in Domain 1 & take notes! Take the exercise labs as directed.</p> <p>You will have brief quizzes on the content of these videos</p>	<p>Continue Domain 1 and complete the videos by the end of the period today.</p> <p>If time permits, begin Domain 2: Develop Deep Customer Empathy Video</p>	<p>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</p>	<p>Teacher Planning Day Grading; no school for students</p>
<u>Period 5 & 6</u> OJT	<p>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.</p>				