Game Design

Grades: 10th – 12th   **Prerequisite:** None   **Credits:** .5

Teacher: Mrs Sterrenberg

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School Homepage: http://www.watseka-u9.k12.il.us

Office Hours: Room 151 & 141; Before/After School

Resources: Scratch Programming, Code Monkey, Code Avenger, Kodu, and Alice Programming (Oracle)

Supplies: None

Course Description:

Intended as a first Computer Science course, students will learn basic programming through the use of programs such as Scratch, Code Monkey, Code Avenger, Kodu, and Alice to create applets, interactive stories, games and animations using modern graphics and programming logic and software. Students foster their creativity and innovation through opportunities to design, implement, and present solutions to real world problems. Students develop problem solving and reasoning skills that are the foundation of computer science.

Instructional Methods:

Techniques used include teacher and student demonstrations, guided and independent practice, lectures, technology, and game creation.

GRADING SCALE

90% - 100%   A
80% - 89%   B
70% - 79%   C
60% - 69%   D
Below 60%   F

Assignments

Majority of assignments are done in class. It is crucial that you attend class every day. Certain assignments will be accepted as late work after the due date, but points will be deducted based on the amount of days late. Any assignment turns to a ZERO after the 5th school day from due date of the assignment. Tests and quizzes must be made up within TWO days of an absence due to excused illness or absence. If illness exceeds two days, then the student will get additional days for each excused absence.

Attendance

Each student is expected to be to class on time and in their assigned seat when the bell rings. If you are absent, it is YOUR responsibility to make arrangements to make up your work. You will receive two days for every excused absence for make-up work. If you are truant, you will receive no credit! Tardiness is an inappropriate disruption to the classroom environment and will be enforced according to school policy.