

20-21, Trimester 1				
	November 5	November 12	November 19 Last class of the trimester TRIMESTER ends : November 25	November 26
Digital Media Studies	<u>Due Date :</u> November 5, 2:30pm <b>Goals</b> :	<u>Due Date :</u> November 12, 2:30pm <b>Goals</b> :	<u>Due Date :</u> November 19, 2:30pm <b>Goals</b> :	<u>Due Date :</u> November 26, 2:30pm <b>Goals :</b>
	-To have students complete the second part of Tynker Programming Lesson 4	-To have students complete the first part of Tynker Programming Lesson 5	-To have students complete the second part of Tynker Programming Lesson 5	-To have students complete a platforming game
	Activities: Tynker Programming Course Lesson 4 - Module Pack 2 -Students will complete a challenge using Javascript	Activities: Tynker Programming course Lesson 5 - Module pack 1 -Students will will complete the first half of challenges using the Python language	Activities: Tynker Programming course Lesson 5 - Module pack 2 -Students will will complete the second half of challenges using	Activities: Tynker platform game editor -In this 3 part activity, students will create a platform style video game with multiple obstacles and enemies.
	Google Meet:  1:00-1:30 -  https://meet.google.com/gwz-ea wr-das	Google Meet: 1:00-1:30 - https://meet.google.com/gwz-ea wr-das	the Python language  Google Meet: 1:00-1:30 - https://meet.google.com/gwz-ea wr-das	Google Meet:  1:00-1:30 -  https://meet.google.com/gwz-ea wr-das
Extension Activities and Resources				

https://www.tynker.com/hour-of-code/ - 30+ self contained coding activities for students at every experience level. Students at beginner level can use this for additional practice, and more advanced students can do these as fun "side" projects as we go through the regular curriculum on school days.