

Discovering Computer Science E-Learning

Week of May 4 – May 8:

Goal for Week: To understand the game design process

Main Standard Covered: Write code that uses variables, events, functions, operators, conditional control structures, and repetition/iteration control structures (Fundamentals of Programming #4)

To-Do List:

1. Log into Code.org (if you cannot remember your username or password then email Coach Weigle)
2. Navigate to Lesson 20: The Game Design Process
3. Complete all of Lesson 20

So to recap...

Before the end of the day on Friday, May 8, I need you to complete the Game Design Process Unit on Code.org. Again, email me at bennett.weigle@richlandone.org if you have any questions.

Coach Weigle