	MONDAY (A) 1:30–3:00	TUESDAY (B) 3:05–4:35	WEDNESDAY (A) 1:30–3:00	THURSDAY (B) 3:05–4:35	FRIDAY (A) 1:30–3:00
	Objective(s): SWBAT - Get to know their instructor - Recap what they have learned in the class so far - Explain what classes are and why they are useful	**Objective(s): SWBAT** ∗ Understand and apply the concept of Abstract Classes in CS * Use input and output to get and show info to users	**Objective(s): SWBAT** - Explain what classes are and why they are useful.	**Objective(s): SWBAT** ∗ Understand and apply the concept of Interfaces in Java ∗ Explain the difference between Abstract Classes and Interfaces	**Objective(s): SWBAT** - Apply the concept classes to making games.
P	**Engage** - Introduce myself -Students will introduce themselves - Based on what they have learned so far, students will answer the question "What is CS?" and create a group mind map"	**Engage** - "Favorite cream flavor" - Students will complete 3 practice AP Questions	**Engage** - "Favorite cream flavor"	**Engage** - "What are you looking forward to?" - Students will complete 3 practice AP Questions	**Engage** - "What are you looking forward to?" - Show the game they will be making
L **A**	**Explore:** Bank Account Project **Explain**: Students will watch a short lecture on what Classes are, why they may be useful and how to create them in Python **Elaborate:** Discuss more places Classes may be used	**Explore:** Students will complete the "Test Questions" project from the last class. Students will begin the Shape class project **Explain:** Go over common questions from the previous class **Elaborate:** We want a class that encapsulates different types of questions including essays and mc. While some aspects of all questions are the same others are different	**Explore:** Students will complete the Bank Account Project. **Explain:** Recap the lesson from the last class **Elaborate**: Discuss how classes may be used in games	**Explore:** Students will complete the Shape class project **Explain:** Students will watch a short lecture on what Interfaces classes are and what benefits they bring **Elaborate:** Summarize the benefits of Abstract classes	**Explore:** Students will begin the Box Shooting project. **Explain:** Go over common questions from the previous class **Elaborate:** Summarize the benefits of Classes
N	**Evaluate:** Walk around checking on everyone's progress **Summary:** Students will explain why Abstract classes are useful and when you may want to use them **Assessment(s):** Exit Ticket	**Evaluate:** Walk around checking on everyone's progress **Summary:** Students will explain why Abstract classes are useful and when you may want to use them **Assessment(s):** Exit Ticket, Submitted project	**Evaluate:** Walk around checking on everyone's progress **Summary**: Students will explain what classes are and why they are beneficial in their own words **Assessment(s):** Exit Ticket, Submitted project	**Evaluate:** Walk around checking on everyone's progress **Summary:** Students will explain why Interfaces are useful and when you may want to use them over Abstract Classes **Assessment(s):** Exit Ticket, Submitted project	**Evaluate:** Walk around checking on everyone's progress **Summary:** Students will explain why classes are useful and when you may want to use them **Assessment(s):** Exit Ticket,
Resources:		**Resource Requirements:** **Laptops with access to Replit**	**Resource Requirements:** **Laptops with access to Replit**	**Resource Requirements:** **Laptops with access to Replit**	**Resource Requirements:** **Laptops with access to Replit**