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| I: Critical Thinking About Games | | | |
|  | * Ground Rules & Procedures   + Managing devices / use of computer access   + What is school appropriate?   + Care of studio   + Notebooks * Foundation Computer Skills:   + File management   + Typing speed & accuracy   + Managing online accounts (login credentials) * Game Theory:   + Analytical frameworks (Layered Tetrad, MDA, etc.)   + What makes a game   + Fun & games – what makes a game engaging   + Vocabulary |  | Content:  Career Exploration:  21st Century Skills: |
|  | Lesson | Success Criteria | Assessment |
| 1 | Quick introduction and overview of the class.  Device policy – ask everyone to put away, confiscate any that are still out. E-mail home.  Notebooks (rubric & assessment; open notes tests)  - Names  - Tape in rubric.  - Set up – totally explicit instructions  Get to know you activities (learn names of team members).  **XXX --- Lesson – maybe game elements --- XXX**  Homework – e-mail: names of team members parent e-mail.  End of class routine – reflection, goals, plans. Clean up. |  |  |
| 2 | Call for homework  Notebook & device reminder  **XXX --- Lesson: Strong I, we, you - Start Bartok critique? --- XXX**  End of class routine |  |  |
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| II: The Design Process | | | |
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|  | Lesson | Success Criteria | Assessment |
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