# Description: OSPI logo for white bground

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| **Course: Game Design & Programming 1** | | **Total Framework Hours up to: 90** |
| **CIP Code:** | **Exploratory  Preparatory** | **Date Last Modified: 15 June 2018** |
| **Career Cluster:** | | **Cluster Pathway:** |

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| Unit: Foundations of Game Design | |
| COMPONENTS AND ASSESSMENTS | |
| Performance Assessments: | |
| Leadership Alignment: | |
| Standards and Competencies | |
| Standard/Unit: | |
| Competencies: | Total Learning Hours for Unit: |
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| Unit: Critical Thinking About Games | |
| COMPONENTS AND ASSESSMENTS | |
| Performance Assessments: | |
| Leadership Alignment: | |
| Standards and Competencies | |
| Standard/Unit: | |
| Competencies: | Total Learning Hours for Unit: |
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| Unit: Prototyping Game Ideas | |
| COMPONENTS AND ASSESSMENTS | |
| Performance Assessments: | |
| Leadership Alignment: | |
| Standards and Competencies | |
| Standard/Unit: | |
| Competencies: | Total Learning Hours for Unit: |
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| Unit: Creating Game Assets | |
| COMPONENTS AND ASSESSMENTS | |
| Performance Assessments: | |
| Leadership Alignment: | |
| Standards and Competencies | |
| Standard/Unit: | |
| Competencies: | Total Learning Hours for Unit: |
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| Unit: Slow Motion Game Jam | |
| COMPONENTS AND ASSESSMENTS | |
| Performance Assessments: | |
| Leadership Alignment: | |
| Standards and Competencies | |
| Standard/Unit: | |
| Competencies: | Total Learning Hours for Unit: |
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| **Aligned Washington State Standards** | | | |
| Arts |  | | |
| Computer Science |  | | |
| Educational Technology |  | | |
| Health and Fitness |  | | |
| Language | CCSS.ELA-Literacy.CCRA.L.6 | | |
| Math |  | | |
| Reading | CCSS.ELA-Literacy.CCRA.R.2 | | |
| Science |  | | |
| Social Studies |  | | |
| Speaking and Listening | CCSS.ELA-Literacy.CCRA.SL.2 | | |
| Writing | CCSS.ELA-Literacy.CCRA.W.6, CCSS.ELA-Literacy.CCRA.W.7, CCSS.ELA-Literacy.CCRA.W.8, CCSS.ELA-Literacy.CCRA.W.10 | | |
| **21st Century Skills** | | | |
| Check those that students will demonstrate in this course: | | | |
| **LEARNING & INNOVATION**  **Creativity and Innovation**  Think Creatively  Work Creatively with Others  Implement Innovations  **Critical Thinking and Problem Solving**  Reason Effectively  Use Systems Thinking  Make Judgments and Decisions  Solve Problems  **Communication and Collaboration**  Communicate Clearly  Collaborate with Others | | **INFORMATION, MEDIA & TECHNOLOGY SKILLS**  **Information Literacy**  Access and Evaluate Information  Use and Manage Information  **Media Literacy**  Analyze Media  Create Media Products  **Information, Communications and Technology (ICT Literacy)**  Apply Technology Effectively | **LIFE & CAREER SKILLS**  **Flexibility and Adaptability**  Adapt to Change  Be Flexible  **Initiative and Self-Direction**  Manage Goals and Time  Work Independently  Be Self-Directed Learners  **Social and Cross-Cultural**  Interact Effectively with Others  Work Effectively in Diverse Teams  **Productivity and Accountability**  Manage Projects  Produce Results  **Leadership and Responsibility**  Guide and Lead Others  Be Responsible to Others |