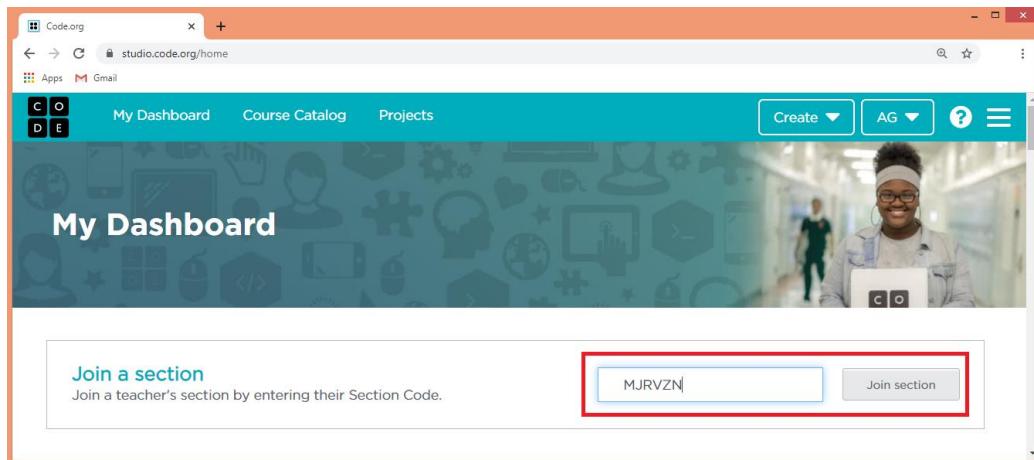


CSD – Unit 3: Animation

First, verify you have already signed up for our section.

- On My Dashboard, scroll to the bottom and check you entered the join code of MJRVZN.
- Please make sure that your name is your initials & your ID number so I can figure out which is your account.



Complete CSD Unit 3 – Interactive Animations and Games

- Based on how far you get in the unit, you will be awarded up to 7 code pieces. See the chart below for details.
- Make sure that you are logged on so that your progress is recorded.
- Enter “I’m done” into the question box when you are finished.

A screenshot of the Code.org Course Catalog. It shows the 'Computer Science Discoveries ('20-'21)' course. The course description states: 'Computer Science Discoveries (CS Discoveries) is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun.' Below the description, there is a box for 'CSD Unit 3 - Interactive Animations and Games ('20-'21)'. It says: 'In Unit 3, you'll build on your coding experience as you program animations, interactive art, and games in Game Lab. The unit starts off with simple shapes and builds up to more sophisticated sprite-based games, using the same programming concepts and the design process computer scientists use daily. In the final project, you'll develop a personalized, interactive program.' There are two buttons at the bottom: 'Go to Unit' and '✓Assigned'. A red box highlights the '✓Assigned' button.

A2	CSD #1, 7, 8	Intro, Sprites & Properties
A3	CSD #9, 10	Text & Mini Captions
B1	CSD #11, 12, 13	Sprite Movement
B2	CSD #14, 15	Conditionals, Keyboard
C1	CSD #16, 17	Mouse
C2	CSD #18, 19, 20	Collision, Side Scroll
C3	CSD #21, 22, 23	Complex Movement, Collision

