



Lesson Title	G4: SETTING UP THE ENVIRONMENT
Objectives	<ol style="list-style-type: none"> 1. SWBAT execute starter code with Processing 2. SWBAT to add custom 2D Shape elements 3. SWBAT use the official Processing online documentation
Standards	<p>9-12.DL.2 Communicate and work collaboratively with others using digital tools to support individual learning and contribute to the learning of others.</p> <p>9-12.DL.5 Transfer knowledge of technology in order to use new and emerging technologies on multiple platforms.</p>
Materials	<ul style="list-style-type: none"> • Student Computer (Setup with VSCode + Git) • Digital Materials: <ul style="list-style-type: none"> ○ Instruction Slides/Notes ○ Link to Starter Code ○ Project Reference Sheet
Agenda	<ul style="list-style-type: none"> • WarmUp <ul style="list-style-type: none"> ○ Each student sits with their project team ○ Each student opens up the VSCode software they installed from Lesson 2 ○ Each student writes in Slack about any difficulties or remaining challenges that they have from setting up their computer. ○ (Any student who has an issue can borrow a school computer OR work with their partner while we continue helping with the setup.) • Simple Processing Project <ul style="list-style-type: none"> ○ Teacher demonstrates initial steps on the board ○ Students follow guided instructions get a simple processing project up & running using VSCode • Graphics in Processing <ul style="list-style-type: none"> ○ Teacher does code-along with students for first 2 steps, but ends when smiley face is still not looking good ○ Students follow guided instructions to make a smiley face with unique eyes ○ Additional prompts may be needed to think about the coordinate system of where the eyes should be on a 800x600 pixel screen • Installing Starter Code Activity <ul style="list-style-type: none"> ○ Students follow instructions to fork starter code to their own new online repo ○ Students clone their new repo onto their machine ○ Teacher cycles around helping students as they get stuck

	<ul style="list-style-type: none"> ● Initial Game Edits Activity <ul style="list-style-type: none"> ○ Once all students have the starter code on their VSCode, teacher guides them through a few initial Game edits ○ Teachers should elicit wild & weird elements for the game, but prompt students to make similar edits, but with their own theme in mind <ul style="list-style-type: none"> ■ This prompts students to understand what they are typing and not just copying exactly what is being typed ● Commit & Push Activity <ul style="list-style-type: none"> ○ Tell students that they ALWAYS need to end a programming session from now on with this step! ○ Demonstrate how to “commit” & “push” code back to their GitHub repo. ○ (Students who fall behind can watch the video to catch up.) ○ Students must share the link to their GitHub repo with the teacher to get credit for their work for the day.
Assessment	<ul style="list-style-type: none"> ● Students submit image from Smiley Face Activity for review ● Initial project edits are pushed to GitHub