

# MavPASS Session Planning Form

**Instructions:** Complete charts and DETAILED descriptions of your plan below. It is expected that you will choose at least one new strategy from pp. 51-65 to try each week. Please upload any PowerPoint slides and handouts you plan to use in the session, and include links to any Kahoot games, flippity manipulatives, etc. It is also suggested that you make notes to remind yourself of important tasks/skills where appropriate (i.e. TAKE ATTENDANCE note at top and CHECK FOR UNDERSTANDING, REDIRECT QUESTIONS, & USE WAIT TIME where it seems particularly relevant during your lesson).

**MP Leader:** Thomas Lauer

**Session Date & Day of Week:**

**Course:** CIS 122

**Course Instructor:** Dr. John Burke

Warm-up/ Opening:	Content to cover:	Collaborative Learning Technique (choose from training manual, pp. 12-13)	Strategy to be used (choose from training manual, pp. 51-65)
(2-4 min.)	Current comfort levels on class inheritance, interfaces, and polymorphism.	Group Survey	Brain Dump

Please provide a **DETAILED BREAKDOWN** of warm-up activity **OR** attach corresponding document(s)

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Cool down/ Closer:	Content to cover:	Collaborative Learning Technique (choose from training manual, pp. 12-13)	Strategy to be used (choose from training manual, pp. 51-65)
(2-4 min.)	Current comfort levels on class inheritance, interfaces, and polymorphism.	Group Survey	Brain Dump

Please provide a **DETAILED BREAKDOWN** of closing activity **OR** attach corresponding document(s).

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Workout: (44-46 min.)	Content to cover:	Collaborative Learning Techniques (choose from training manual, pp. 12-13)	Strategies to be used (choose from training manual, pp. 51-65)
	Create abstract and sealed classes, and create an interface	Small groups first, then group discussion	Think Aloud, First Line Only, and Visuals
	Create child objects, inherit parent classes and the interface	Small groups first, then group discussion	Think Aloud, First Line Only, and Visuals
	POLYMORPHISM	Small groups first, then group discussion	Think Aloud, First Line Only, and Visuals

Please provide a **DETAILED BREAKDOWN** of workout activity **OR** attach corresponding document(s).

- 1) Create abstract and sealed classes, and create an interface
  - a. public interface IAction
    - i. int Armor { get; set; }
    - ii. int Damage { get; set; }
    - iii. int Health { get; set; }
    - iv. void Attack(Entity e);
    - v. void Defend(Entity e);
  - b. public abstract class Entity
    - i. int id
    - ii. string name
    - iii. int health
    - iv. string type
    - v. int armor
    - vi. int damage
- 2) Create child objects, inherit parent classes and the interface
  - For each: empty constructor, full constructor, ToString()
  - a. public sealed class Player : Entity, IAction
    - i. Implement Attack
    - ii. Implement Defend
  - b. public class Monster : Entity, IAction
    - i. Implement Attack
    - ii. Implement Defend
  - c. public class Animal : Entity, IAction
    - i. Implement Attack
    - ii. Implement Defend
- 3) POLYMORPHISM
  - a. List<IAction>
    - i. 1 Player
    - ii. 3 Monsters
    - iii. 5 Animals
  - b. Loop through list (IAction e)
    - i. Print e to the console.