

GAME:IT INTERMEDIATE TEACHER'S PACING GUIDE

Use this guide to help you pace your classroom throughout the teaching of Game:IT Intermediate. This guide breaks things down to days and assumes one day is a 50 minute class period and the class is a full semester 18 week course. You can adapt this pacing guide if your class period times are different.

Unit 1

Lesson	Day
<u>Course Orientation</u>	1
<u>Intellectual Property and Copyright</u>	2
<u>Game:IT Design Cycle</u>	3
<u>Game Engines, Programing Languages, and Operating Systems</u>	4

Unit 2

Lesson	Day
<u>Planning and Paying for College</u>	5
<u>Resume Overview</u>	6
<u>Creating a Resume Worksheet</u>	7-9
<u>Intermediate Game Physics</u>	10
<u>Game Physics Worksheet</u>	11
<u>Intermediate Programming and Computer Systems</u>	12
<u>Binary Conversion Worksheet</u>	13
<u>Unit 1 & 2 Review</u>	14
<u>Unit 1 & 2 Quiz</u>	15

Unit 3

Lesson	Day
<u>Construct Intro</u>	16-20
<u>Star Defender</u>	21-29
<u>Star Defender Assessment</u>	30
<u>Crash Zone</u>	31-39
<u>Crash Zone Assessment</u>	40
<u>Jigsawed</u>	41-49
<u>Jigsawed Assessment</u>	50

Unit 4

Lesson	Day
<u>Developing in Teams</u>	51
<u>Game Submission Process</u>	52
<u>Group Project Document</u>	53
<u>Game Idea Generation</u>	53-54
<u>Game Design Document</u>	55-56
<u>Marketing Strategy</u>	57-58
<u>Game Development Timeline</u>	59
<u>Game Proposal Assignment</u>	60
Game Development and <u>Weekly Status Reports</u>	61-85
<u>Group Presentations and Evaluations</u>	86-89
<u>Course Surveys</u>	90