

GAME:IT

TEACHER'S PACING GUIDE

Use this guide to help you pace your classroom throughout the teaching of Game:IT. 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
Course Orientation	1
Gaming can make a better world	2
Gaming can make a better world Worksheet	2
Designing Good Games	3
Designing Good Games Worksheet	4
STEM Fuse Arcade Game Critique	5
Gaming and the Engineering Design Cycle	6
Gaming and the Engineering Design Cycle Worksheet	7

Unit 2

Lesson	Day
Career Assessment	8
Choosing a College	9
Job Search Worksheet (Monster)	10-11
Physics, Math & Games	12-13
Physics & Math vocab	12-13
Physics & Math Formulas	12-13
Physics used in game development	14-15
Asteroid Destroyer Worksheet	15
Thinking like a Programmer	16-17
Thinking like a Programmer Worksheet	16-17

Unit 1 & 2 Review	18
Unit 1 & 2 Quiz	19

Unit 3

Lesson	Day
Construct Intro	20-24
Flip the Robot Monkey	25-33
Flip the Robot Monkey Assessment	34
Asteroid Destroyer	35-43
Asteroid Destroyer Assessment	44
Bovine Battle	45-53
Bovine Battle Assessment	54
Bug Smash	55-63
Bug Smash Assessment	64
Silly Salmon	65-73
Silly Salmon Assessment	74

Unit 4

Lesson	Day
Game Idea Generation	75-76
Game Proposal Assignment	77-78
Game Submission Process	77-78
Game Submission Worksheet	77-78
Game Development	79-87
Group Presentations and Evaluations	88-89
Course Surveys	90