

GAME:IT JUNIOR

TEACHER'S PACING GUIDE

Use this guide to help you pace your classroom throughout the teaching of Game:IT Junior. 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 Objectives</u>	1
<u>What is a Game</u>	2
<u>Am I Playing a Game Worksheet</u>	2
<u>Engineering Design Cycle</u>	3
<u>Game Design Project</u>	4-8
<u>Team Evaluation Sheet</u>	8
<u>Game Physics</u>	9
<u>Physics Used in Games</u>	10
<u>Mini Racers Worksheet</u>	11

Unit 2

Lesson	Day
<u>STEM & You</u>	12-13
<u>PI Worksheet</u>	14-15
<u>How Do Others See Me</u>	16
<u>List of traits</u>	16
<u>Game Engines</u>	17
<u>Programming Basics</u>	18
<u>Thinking Like a Programmer</u>	19-20
<u>The Human Robot</u>	19-20
<u>Unit 1 & 2 Review</u>	21

Unit 3

Lesson	Day
Construct Intro	23-27
Fruit Snake	28-36
Fruit Snake Assessment	37
Paddle Battle	38-46
Paddle Battle Assessment	47
Snowdown Showdown	48-56
Snowdown Showdown Assessment	57
Porkchop the Pig	58-66
Porkchop the Pig Assessment	67
Mini Racers	68-76
Mini Racers Assessment	77

Depending on the pace of your class you may have up to two weeks of extra time. Students can use this to enhance their existing games or build an original game. Depending on your preference this can be individually or in groups.