



Portland Public Schools
School Year
2016 - 17

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| Teacher: David Nally | | School: Hosford Middle School | |
| Subject: Technology / Computers | Course Title: Game Design | Grade Level(s): 7th and 8th | |
| Course description: 1 semester (18 weeks) Prerequisite: Completion of Computer Technology (1 semester) | | | |
| <p>Students will use a variety of tools to create video games. Course will focus on all aspects of the elements that are part of creating and developing all games. Initially, we'll use game creation software that walks students through the steps of combining these core elements into a fun, working game that can be tested and shared with other students. Second half of the semester students will either work independently or in small teams to create a variety of games for publication.</p> | | | |
| Standards: PPS <i>Student Education Technology Standards ~ adapted from the International Society for Technology in Education (ISTE) NETS Project.</i> | | | |
| <ul style="list-style-type: none">● Creativity and Innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.● Communication and Collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.● Technology Research Tools and Information Fluency Students apply digital tools to gather, evaluate, and use information.● Critical Thinking, Problem Solving, and Decision Making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.● Digital Citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.● Technology Operations and Concepts Students demonstrate a sound understanding of the nature and operation of technology concepts and systems. | | | |

Schedule of topics/units covered:

Terms & Concepts
Game History
Game Theory
Storytelling
Game Elements -Space (appearance/layout) Components, Mechanics, Goals & Rules
Game Creation

Academic Vocabulary: Vocabulary germane to the subject matter. Each application/concept has its own set of terminology that students are introduced to and expected to utilize appropriately.

Differentiation/ accessibility strategies and support (TAG, ELL, SpEd, other):
Flexible grouping, Depth and complexity extensions, Rate and level curricular adjustments,
Tiered lessons, Diverse questioning strategies, Compacting

Assessment/evaluation/grading policy:

All grades will be based on a 4 point proficiency scale.

HP = Highly Proficient

PR = Proficient

CP = Close to Proficient

DP = Developing Proficiency

Final report card grades

will be converted to an "A - F" grade using PPS conversion formula.

Behavioral expectations:

It is expected that students will be present in class every day unless a note from a parent or guardian is provided and the absence is excused. Students are responsible for making up all work missed while they are absent in order to receive a grade for that work.

When students are tardy they miss the instructions and set up for the whole day's work. This is a very important time for the whole class. If you are tardy please come in quietly, and wait to get the information you missed, so as not to disturb the class.

Hall passes will be issued only in emergencies and **not** within the 10 minute periods at the beginning and end of a class. You are expected to complete such business within 5 minutes. Hall passes are located by the door - be sure to sign out and in.

Every student has the right to a classroom environment that is conducive to learning and free from unnecessary disruptions. It is each student's responsibility to behave in a manner that is respectful of the rights of all members of the class.

Be Safe

Be Respectful

Be Responsible

All other rules are related to these three expectations.

If you need to contact me my email address is: dnally@pps.net

You can contact me by phone at 503-916-5640

Students will have a **PPS** account in order to have school "Cloud" storage space on the Internet. Students will also use these accounts to meet standards for collaborating across an electronic network.

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