Mr. Chau's Coding and Game Design 11/12 Course Outline 2017

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Introduction:

This course aims to bridge the gap between the previous BC Curriculums in Computer Programming and the current draft curriculum being developed by the BC Ministry of Education. By the end of the course, students will be exposed to the 3 big ideas as mentioned below:

Designed for Life Cycle: When students learn about the history of coding and the fundamentals of how to test for problems, they start to use their critical thinking skills to become innovators. They start to ask questions on how they can write or program less for efficiency but maintain the level of integrity within what they program. Students begin to ask questions about how to attract people to rely and use their program on a continuing basis. They start looking at ways where they might be able to locate a mistake in their code easier by programming in a certain form. Finally, they begin to look at how the programming language has evolved as a whole. What is similar between the languages? What is kept? What has changed?

Personal design interests require the evaluation and refinement of skills: The ultimate final project of this course is for students to create a game as a team. In order for success to take place, teamwork, cooperation, planning, and research must be involved. (For example: They will need to conduct user-centered research in order to make a specific part of their game function properly.) They will need to figure out between themselves who works on what part of the game and discover a plan to combine all the components together. ***This is the application process of their learning by coding/programming in yet another platform to create a desired result. They will need to go back and hone in on their debugging skills to fully complete the task.***

Tools and technologies can be adapted for specific purposes: Students will be exposed in their final project to how to modify and adapt their programming platform to meet their needs. Whether it is creating a different animation for the start up screen, applying templates of custom designed characters, or adding a javascript function, students will be shown the location of where to add or modify sections in their gaming output files in order to better suit their game design purposes.

Resources:

Students will be using http://flourish722.weebly.com to navigate through course material and assignments throughout the term.

Course Structure:

History of Coding	25%
Module Completion	10%
Blogging Website	10%
HTML Unit	15%
Game Design Project	40%

For more details please see the **Room 25 MacLab Classroom Expectations Handout.** I hope you have lots of fun in this class and enjoy the course!