

Career and Technical Education
Phase II Learning-in-Place Plan
Information Technology (IT) Fundamentals Course

Learning-in-Place Period	Student Activity
April 6, 2020	Computer Science Discoveries - Code.org Unit 3: Chapter 2 Lesson 19- Functions
April 7-8, 2020	Computer Science Discoveries - Code.org Unit 3: Chapter 2 Lesson 20 - The Game Design
April 9-10, 2020	Computer Science Discoveries - Code.org Unit 3: Chapter 2 Lesson 21 -Using the Game Design Process
April 20 - 22, 2020	Computer Science Discoveries - Code.org Unit 3: Chapter 2 Lesson 22 - Project: Design a Game
April 23 - 24, 2020	Computer Science Discoveries Student Activity: Write a reflection on the process used to design a game (your game). This should be at least two paragraphs.