

AGENDAS FOR THE WEEK: *Jan 30 – Feb 3*

	MONDAY (A) 1:30–3:00	TUESDAY (B) 3:05–4:35	WEDNESDAY (A) 1:30–3:00	THURSDAY (B) 3:05–4:35	FRIDAY (A) 1:30–3:00
	Objective(s): SWBAT - Get to know their instructor - Recap what they have learned in the class so far - Explain what classes are and why they are useful	Objective(s): SWBAT * Understand and apply the concept of Abstract Classes in CS * Use input and output to get and show info to users	Objective(s): SWBAT - Explain what classes are and why they are useful.	Objective(s): SWBAT * Understand and apply the concept of Interfaces in Java * Explain the difference between Abstract Classes and Interfaces	Objective(s): SWBAT - Apply the concept classes to making games.
P	Engage - Introduce myself - Students will introduce themselves - Based on what they have learned so far, students will answer the question “What is CS?” and create a group mind map”	Engage - “Favorite cream flavor” - Students will complete 3 practice AP Questions	Engage - “Favorite cream flavor”	Engage - “What are you looking forward to?” - Students will complete 3 practice AP Questions	Engage - “What are you looking forward to?” - Show the game they will be making
L A	Explore: Bank Account Project Explain: Students will watch a short lecture on what Classes are, why they may be useful and how to create them in Python Elaborate: Discuss more places Classes may be used	Explore: Students will complete the “Test Questions” project from the last class. Students will begin the Shape class project Explain: Go over common questions from the previous class Elaborate: We want a class that encapsulates different types of questions including essays and mc. While some aspects of all questions are the same others are different	Explore: Students will complete the Bank Account Project. Explain: Recap the lesson from the last class Elaborate: Discuss how classes may be used in games	Explore: Students will complete the Shape class project Explain: Students will watch a short lecture on what Interfaces classes are and what benefits they bring Elaborate: Summarize the benefits of Abstract classes	Explore: Students will begin the Box Shooting project. Explain: Go over common questions from the previous class Elaborate: Summarize the benefits of Classes
N	Evaluate: Walk around checking on everyone’s progress Summary: Students will explain why Abstract classes are useful and when you may want to use them Assessment(s): Exit Ticket	Evaluate: Walk around checking on everyone’s progress Summary: Students will explain why Abstract classes are useful and when you may want to use them Assessment(s): Exit Ticket, Submitted project	Evaluate: Walk around checking on everyone’s progress Summary: Students will explain what classes are and why they are beneficial in their own words Assessment(s): Exit Ticket, Submitted project	Evaluate: Walk around checking on everyone’s progress Summary: Students will explain why Interfaces are useful and when you may want to use them over Abstract Classes Assessment(s): Exit Ticket, Submitted project	Evaluate: Walk around checking on everyone’s progress Summary: Students will explain why classes are useful and when you may want to use them Assessment(s): Exit Ticket,
Resources:	Resource Requirements: Laptops with access to Replit	Resource Requirements: Laptops with access to Replit	Resource Requirements: Laptops with access to Replit	Resource Requirements: Laptops with access to Replit	Resource Requirements: Laptops with access to Replit