

	<b>MONDAY (A)</b> 1:30–3:00	<b>TUESDAY (B)</b> 3:05–4:35	<b>WEDNESDAY (A)</b> 1:30–3:00	<b>THURSDAY (B)</b> 3:05–4:35	<b>FRIDAY (B)</b> 3:05–4:35
	<b>Objective(s): SWBAT</b> - Explain what classes are and why they are useful.	<b>Objective(s): SWBAT</b> * Understand and apply the concept of Abstract Classes in CS * Use input and output to get and show info to users	<b>Objective(s): SWBAT</b> - Apply the concept classes to making games.	<b>Objective(s): SWBAT</b> * Understand and apply the concept of Interfaces in Java * Explain the difference between Abstract Classes and Interfaces	<b>Objective(s): SWBAT</b> * Understand and apply the concept of Interfaces in Java * Explain the difference between Abstract Classes and Interfaces
<b>P</b>	<b>Engage</b> - Show how classes are used in a popular community replit project	<b>Engage</b> - “Favorite cream flavor” - Students will complete 3 practice AP Questions	<b>Engage</b> - Show students the game they will be making	<b>Engage</b> - “Favorite place to eat in Austin?” - Students will complete 3 practice AP Questions	<b>Engage</b> - “What are you looking forward to?” - Students will complete 3 practice AP Questions
<b>L</b>  <b>A</b>	<b>Explore:</b> Students will complete the Bank Account Project.  <b>Explain:</b> Recap the lesson on Classes from the previous class  <b>Elaborate:</b> Discuss how classes may be used in games	<b>Explore:</b> Students will complete the “Test Questions” project from the last class. Students will begin the Shape class project  <b>Explain:</b> Go over common questions from the previous class  <b>Elaborate:</b> 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	<b>Explore:</b> Students will begin the Box Shooting project.  <b>Explain:</b> Go over common questions from the previous class  <b>Elaborate:</b> Summarize the benefits of Classes	<b>Explore:</b> Students will complete the Shape class project  <b>Explain:</b> Students will watch a short lecture on what Interfaces are and what benefits they bring  <b>Elaborate:</b> Summarize the benefits of Abstract classes	<b>Explore:</b> Students will work on the Employable project  <b>Explain:</b> Students will watch a short lecture on what Interfaces are and what benefits they bring  <b>Elaborate:</b> Summarize the benefits of Abstract classes
<b>N</b>	<b>Evaluate:</b> Walk around checking on everyone’s progress  <b>Summary:</b> Students will explain what classes are and why they are beneficial in their own words  <b>Assessment(s):</b> Exit Ticket, Submitted project	<b>Evaluate:</b> Walk around checking on everyone’s progress  <b>Summary:</b> Students will explain why Abstract classes are useful and when you may want to use them  <b>Assessment(s):</b> Exit Ticket, Submitted project	<b>Evaluate:</b> Walk around checking on everyone’s progress  <b>Summary:</b> Students will explain why classes are useful and when you may want to use them  <b>Assessment(s):</b> Exit Ticket	<b>Evaluate:</b> Walk around checking on everyone’s progress  <b>Summary:</b> Students will explain why Interfaces are useful and when you may want to use them over Abstract Classes  <b>Assessment(s):</b> Exit Ticket, Submitted project	<b>Evaluate:</b> Walk around checking on everyone’s progress  <b>Summary:</b> Students will explain why Interfaces are useful and when you may want to use them over Abstract Classes  <b>Assessment(s):</b> Exit Ticket
<b>Resources:</b>	<b>Resource Requirements:</b>  Laptops with access to Replit	<b>Resource Requirements:</b>  Laptops with access to Replit	<b>Resource Requirements:</b>  Laptops with access to Replit	<b>Resource Requirements:</b>  Laptops with access to Replit	<b>Resource Requirements:</b>  Laptops with access to Replit