

	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 - Apply the concept classes to making games. - Apply the concept of inheritance to making games	Objective(s): SWBAT * Understand how the AP FRQ is graded * get a high-level understanding of why more advanced data structures may be desirable.	Objective(s): SWBAT - Apply the concept classes to making games. - Apply the concept of inheritance to making games	Objective(s): SWBAT * Understand Big-O notation * Understand how to use and apply HashMap's	Objective(s): SWBAT - Apply the concept classes to making games. - Apply the concept of inheritance to making games
P	Engage - Find the Bug! - Show students the game they will be making	Engage - Students will complete 3 practice AP MC Questions	Engage - Find the Bug!	Engage - Students will complete 3 practice AP MC Questions	Engage - Find the Bug!
L A	Explore: Students will begin the Box Shooting project. Explain: Go over common questions from the previous class Elaborate: Summarize the benefits of Classes	Explore: Students will grade each others FRQ Explain: Answer questions students have about the AP questions that they completed and how the exam is graded Elaborate: One of the FRQ that students completed had two functions that were abstracted away. They will try to implement these questions.	Explore: Students continue working on the Box Shooting project. Explain: Go over common questions from the previous class Elaborate: Summarize the benefits of Classes and Inheritance	Explore: Students will complete the FirstUnique project Explain: Students will watch a short lecture on time complexity and HashMaps in Java Elaborate: Discuss efficiency of HashMaps	Explore: Students continue working on the Box Shooting project. Explain: Go over common questions from the previous class Elaborate: Summarize the benefits of Classes and Inheritance
N	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	Evaluate: Walk around checking on everyone's progress Summary: Students will explain their grading to each other Assessment(s): Exit Ticket, collected scoring	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	Evaluate: Walk around checking on everyone's progress Summary: Students will explain how HashMaps work and why they are beneficial over Arrays 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